

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Hetairos on March 16, 2013, 05:07:48 pm

Title: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)
Post by: Hetairos on March 16, 2013, 05:07:48 pm

A Forgotten Beast wandered into the caverns of Wirejade. A towering feathered serpent with a trunk and a bloated body, called Radavi the Jackal of Twilight. Able to spray deadly dust. Like many times before, I sent out the military to counter it, expecting at most a few dead soldiers.

It sat in the middle of an underground lake, so I decided to provoke it with marksdwarves and make it walk straight into the middle of my troops. It attacked them, just as I expected, and turned towards the rest of the soldiers. Then I noticed the marksdwarves are already dead, despite being hit only with the dust. Checking the health of some animals which were unlucky enough to get caught up in the battle revealed the cause.

"Deadly" was a major understatement. The dust literally caused the entire body to rupture. Death from blood loss followed within seconds.

I evacuated the warriors, and fortunately the beast walked back into the lake. I was already digging out a chunk of the ceiling to drop on its head... I'm not sure what happened then. I think a passing hunter started shooting at it, making it crawl out of the water, and was killed. Afterwards the beast kept moving from dwarf to dwarf, leaving a trail of blood and destruction. About 40 dwarves, including a large portion of the military, died. Damn thing was fast, too - ordering everybody to go back into the fortress proper did little.

One of the dwarves who didn't make it was my captain of the guard, Sakzul Riddlegirder the Clean Call, slayer of seven Forgotten Beasts, two of which she literally bisected. Adamantine chain mail, artifact helm and shield, ✧adamantine short sword✧ forged by the duke himself - nothing helped her in any way. The beast slammed her into the wall with its dust... she got up, walked a few steps and promptly collapsed next to a torn apart hyena cub. I didn't mention this infernal serpent is exceptionally good at ripping out limbs. It got hit a few times, though - it's middle spine is broken. Not that it helps much. Other injuries are probably caused by its own dust throwing it into walls.

At this point, I decided to seal off the caverns, abandoning whoever was left there to their doom. There are still some survivors, picking wild plump helmets. After that, I did the last thing I hope will get me rid of that abomination.

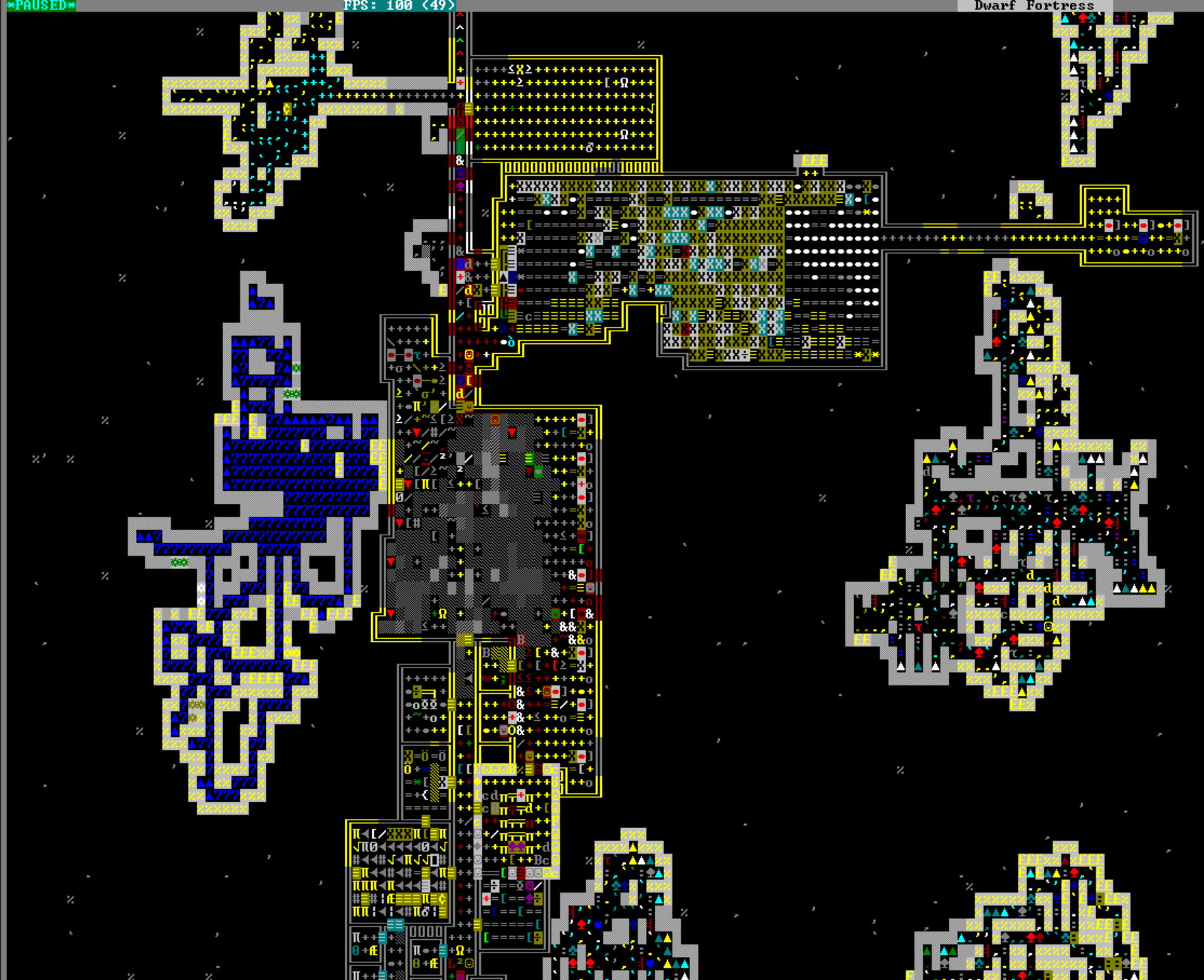
I breached the hollow adamantine spire.

This had the downside of having whoever was far below the fortress, in the magma forges level, mercilessly slaughtered in a number of gruesome ways. But hey, the beast would get them sooner or later, right? I ordered them to forge some armament for themselves so they would at least die armed and fighting, and organized them into squads. One received the name "The Evisceration of Smiths". It's more or less an accurate description of what's happening now.

Anyway, that brings us where we are now. The demons are assaulting the forges, and dwarves are getting roasted alive and kicked across the room. Smoke, blood, corpses and various metal garbage is everywhere. The beast is slowly destroying the base of my old pumpstack I used to dry an underground pond. Everything below z-level -11 is dead, dying, or will be dead. All that stands between Wirejade and its doom is an artifact bituminous coal hatch cover and some nickel bridges.

There are three demons futilely trying to kill a cave blob. One of the others got named "Hatedemons".

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Current death count: About 100 and increasing, 339 dwarves alive.

It isn't over yet.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Foamybeard** on **March 16, 2013, 05:32:47 pm**

This sounds pretty cool. Keep us update, will you?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **March 16, 2013, 09:05:56 pm**

Some music I found fitting. (<http://www.youtube.com/watch?v=0IEbfDtDaUc>)

The first demons reached Radavi. It knocked them away with the dust and hid in the pumpstack. It's kind of difficult to see anything through all the smoke, fire, dust and miasma. Now it's duelling a huge bristleworm composed of salt. Neither of them is gaining an upper hand.

The cave blob I mentioned is now being simultaneously pummelled by 8 demons. Another large group is thoroughly destroying furniture on the forge level, clearing room after room. Other demons are mostly hunting down the survivors. They knocked a dwarf into a magma pool, chased him down there and didn't stop attacking him even while he was melting.

A dwarf is tantruming in his sleep. Speaking of tantrums: they are regular, but so far the only casualties I noticed are two farm plots. Both were quickly rebuilt. The fact that for the past decade I had kept the number of idlers in single digits is probably helping. Very few dwarves have any relations beyond "Passing Acquaintance" and rusty social skills aren't an uncommon sight. Three dwarves lost to melancholy, including a proficient hammerdwarf. Also the duke's dead, a mayor has been elected.

The survivors are still around, wandering in the cavern. I reclaimed the food and drink of fallen soldiers and whatever pots of booze happened to be lying around, it should serve them for quite a long while.

BTW, I have a wall tile with 37 different contaminants.

Death count: Over 140, shouldn't get much more than that. For demons: 1 Tick Devil and 2 Steam Devils. Wealth is down by over 4 million. I'll order some engravings...

SO MUCH BLOOD SO MUCH MIASMA ARMOK HELP US

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Solon64** on **March 16, 2013, 09:11:43 pm**

Opening the the clown car to deal with a nasty forgotten beast?

You made the dorfiest and thus the most appropriate decision, and I commend you on that. Well played.

Also, YOWZA that's a nasty syndrome that beast's dust has. Armok blessed that creature personally. I find I like the "geyser of blood" syndromes way more than the "paralyze ALL the organs!" ones that I usually get.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **March 17, 2013, 06:06:57 am**

This is legendary. Abandon all hope you Dwarves that walk beneath here, for hope has abandoned you.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **birdy51** on **March 17, 2013, 08:45:31 am**

Quote from: Loud Whispers on March 17, 2013, 06:06:57 am
This is legendary. Abandon all hope you Dwarves that walk beneath here, for hope has abandoned you.

Some will make it out of there alive. Just make their reward lots of booze. Booze is a powerful motivator for survival.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Asra** on **March 17, 2013, 09:18:26 am**

Does the Forgotten Beast have any other titles now?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Frelus** on **March 17, 2013, 09:53:25 am**

Wait, atifacts can burn but not be destroyed, right?
Then, for the final touch, set the hatch on !!FIRE!!, would you?
"THE BURNING GATE TO HELL... well, it is more of a hatch, really, but it burns!"
Also, any chance to get a code for that syndrome? I am planning on modding a deadly creature that vaporizes anything it happens to see, and that sounds good.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Spacespinner** on **March 17, 2013, 12:24:07 pm**

One received the name "The Evisceration of Smiths". It's more or less an accurate description of what's happening now.

Lost it.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Kofthefens** on **March 17, 2013, 01:55:24 pm**

You made the dorfiest possible decision.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **coldmonkey** on **March 17, 2013, 02:07:07 pm**

This is awesome and makes me want to conquer the Circus with captured enemies.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **March 22, 2013, 10:22:31 pm**

Sorry for taking so long, life got in the way.

Quote from: [Asra](#) on March 17, 2013, 09:18:26 am

Does the Forgotten Beast have any other titles now?

Just a... surname, I think. It's now Radavi Seizeclout the Jackal of Twilight.

Quote from: [birdy51](#) on March 17, 2013, 08:45:31 am

Quote from: [Loud Whispers](#) on March 17, 2013, 06:06:57 am

This is legendary. Abandon all hope you Dwarves that walk beneath here, for hope has abandoned you.

Some will make it out of there alive. Just make their reward lots of booze. Booze is a powerful motivator for survival.

I've got over 8000 units. Should be enough. I'm kind of obsessive about food and drinks.

Quote from: [Frelus](#) on March 17, 2013, 09:53:25 am

Wait, atifacts can burn but not be destroyed, right?
Then, for the final touch, set the hatch on !!FIRE!!, would you?
"THE BURNING GATE TO HELL... well, it is more of a hatch, really, but it burns!"
Also, any chance to get a code for that syndrome? I am planning on modding a deadly creature that vaporizes anything it happens to see, and that sounds good.

I'm afraid I don't know how to get this, unless you tell me how to. I'm an absolute noob at modding. About burning gates, an !!artifact goat bone door!! is deep down in the (former) forges. So, a burning, unused gate somewhere in Hell. The hatch is right in the middle of the housing z-level, I'd rather not set it on fire. Though I won't have much of a choice if a pyromaniac clown comes too close.

Notable combat logs:
• A blacksmith got cornered by a Steam Devil.
[Spoiler](#) (click to show/hide)

Page 5/6FPS: 100 <49>5th Malachite, 147

The Steam Devil kicks The Blacksmith in the left upper arm with its right rear paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Steam Devil charges at The Blacksmith!

The Steam Devil kicks The Blacksmith in the right lower arm with its right rear paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Steam Devil collides with The Blacksmith!

The Blacksmith is knocked over!

The Steam Devil kicks The Blacksmith in the left lower arm with its right rear paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Steam Devil kicks The Blacksmith in the right hand with its right front paw, but the attack is deflected by The Blacksmith's =giant cave spider silk right mitten=!

The Blacksmith is no longer stunned.

The Blacksmith stands up.

The Steam Devil charges at The Blacksmith!

The Steam Devil kicks The Blacksmith in the upper body with its left front paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Steam Devil collides with The Blacksmith!

The Blacksmith is knocked over!

The Steam Devil kicks The Blacksmith in the left upper arm with its left front paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Blacksmith is no longer stunned.

The Steam Devil kicks The Blacksmith in the head with its right front paw, but the attack is deflected by The Blacksmith's x=goat leather hood=x!

The Blacksmith stands up.

The Steam Devil charges at The Blacksmith!

The Steam Devil kicks The Blacksmith in the right foot with its right front paw, but the attack is deflected by The Blacksmith's x=llama wool shoe*x!

The Steam Devil collides with The Blacksmith!

The Blacksmith is knocked over!

The Steam Devil kicks The Blacksmith in the thumb, right hand with its right front paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Steam Devil kicks The Blacksmith in the right upper arm with its left front paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Blacksmith stands up.

The Steam Devil charges at The Blacksmith!

The Blacksmith looks surprised by the ferocity of The Steam Devil's onslaught!

The Steam Devil kicks The Blacksmith in the right ear with its right rear paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Steam Devil collides with The Blacksmith!

The Blacksmith is knocked over!

The Steam Devil kicks The Blacksmith in the head with its right rear paw, but the attack is deflected by The Blacksmith's x=goat leather hood=x!

The Steam Devil kicks The Blacksmith in the upper front teeth with its right front paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Blacksmith stands up.

The Steam Devil charges at The Blacksmith!

The Blacksmith looks surprised by the ferocity of The Steam Devil's onslaught!

The Steam Devil kicks The Blacksmith in the right upper leg with its right front paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Steam Devil collides with The Blacksmith!

The Blacksmith is knocked over!

The Steam Devil kicks The Blacksmith in the head with its left front paw, but the attack is deflected by The Blacksmith's x=goat leather hood=x!

The Steam Devil kicks The Blacksmith in the left lower arm with its left front paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Blacksmith is no longer stunned.

The Steam Devil kicks The Blacksmith in the first toe, left foot with its right front paw, but the attack is deflected by The Blacksmith's x=hungry head leather cloak=x!

The Blacksmith stands up.

The Steam Devil charges at The militia captain!

The Steam Devil kicks The militia captain in the upper body with its →right rear paw, but the attack is deflected by The militia captain's x=hungry head leather cloak=x!

z: Zoom to location

Announcement Date: 5th Malachite, 147

He is either going to dehydrate to death or level up all the way to legendary and finally land a hit. We'll see.

- The Ultimate Showdown of Ultimate Destiny, aka beast vs. demons:

[Spoiler](#) (click to show/hide)

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **GuesssWho** on **March 23, 2013, 10:48:10 pm**

. . . WOW.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **March 28, 2013, 06:21:36 am**

Quote from: McDonald on March 23, 2013, 03:04:49 pm
Oh my god... I wish I could have a fortress like that (So action-filled, not dead!). Mine is boring and laggy. Mine biggest achievement was defeating a goblin siege consisting of 12 lashers and one pikegobbo.

Sounds like my fort for the past 21 years, minus the goblins - back then I didn't even know how to check neighbouring civs. FBs and kobold thieves posed the only danger. Speaking of lag - I have about 10 FPS now, up from 6 before the beast attacked. I was even planning to open Hell on purpose to give the fortress a more fitting end than framerate death. And that's when the game decided to give me an extra helping of !!FUN!!.

Aren't lashers ridiculously overpowered or am I confusing them with something?
Quote from: Loud Whispers on March 23, 2013, 06:44:20 am
No no no, you'd want to have squads of 3 with it set to train for 2 or 3. Set to 1 would be one Dwarf on their own teaching to their self. Set to 2 or 3 would allow for much larger sparring rates (including on occasion 3 Dwarves sparring altogether simultaneously).

It's a moot point though, since multiple training orders can be given. So you can give 4 training orders for 2 in a squad of 9-10 for example, and it'd have the same effect as splitting the squad into smaller squads.

Thanks, I wish I knew that before. Not that it would've helped much... Time to reorganize the army!

A fireclown collapsed the pumps... I'd better seal the hole before anything gets out.

...

Why is the mason on fire?

And that's how I got a demon on the surface. Fortunately the soldiers weren't far away, and I immediately ordered them to charge. They engaged it on the ground, and a spearmaster managed to inflict enough damage (keeping fighting even while he was melting) to force it to retreat into the air, where it hovered, hurling fireballs with the rapidity of a machine gun. Ultimately it fell to heavy crossbow fire. Another mason is already on his/her way.

The rescue plan is set in motion. The dwarves have been assigned to the burrow, and a hole has already been dug. All I can do now is pray they are faster than the demons.

Deep down, the clowns are hunting down random cavern wildlife and setting everything on fire. They seem to be having fun.

But how's Radavi the beast? Well, it killed a demon:

Radavi Lithonaco Apufi Nawara, Forgotten Beast
<Shashgakit Gedor Eddaz's shell>
Muddy galena Cavern Floor
Water [6/7]
A pile of forgotten beast frozen extract
A pile of mud

But then...

<Radavi Lithonaco Apufi Nawara's corpse>
Muddy clay loam Cavern Floor
Water [5/7]
A pool of Fatesank the Skulls-Plagues of Dust's tick
A smear of Radavi Seizeclout the Jackal of Twilight'
A pile of forgotten beast frozen extract
A pile of mud

DING DONG THE BEAST IS DEAD

Coming soon: An overview of the types of demons, and my plan on how to deal with them.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Marcus Of Polo** on **March 28, 2013, 08:50:43 am**

As a newby, ok a noob, this not only frightens me but now makes me want to surge on and find some fun!

Guess it finally succumed to its injuries?
Good luck reclaiming the dead!

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **zzandy** on **March 28, 2013, 09:48:20 am**

That is awesome! How do you manage to get 45 FPS with all the stuff going on?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **CognitiveDissonance** on **March 28, 2013, 09:52:58 am**

That is really, really cool! Any chance you could write a summary of the events in the Forgotten Beast Art thread? I think you might inspire a few people there...

<http://www.bay12forums.com/smf/index.php?topic=124312.0> (<http://www.bay12forums.com/smf/index.php?topic=124312.0>)

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **MrWillsauce** on **March 28, 2013, 05:15:34 pm**

ptw. This is pretty neat.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Nostril actor** on **March 28, 2013, 05:18:37 pm**

Quote from: Loud Whispers on March 23, 2013, 06:44:20 am
It's a moot point though, since multiple training orders can be given. So you can give 4 training orders for 2 in a squad of 9-10 for example, and it'd have the same effect as splitting the squad into smaller squads.

I really don't know about the whole multiple train orders thing because whenever I set it up this way I still end up getting a lot more demonstrations and a lot less sparring than when I actually make squads of 3.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **March 28, 2013, 06:01:28 pm**

[Quote from: Marcus Of Polo on March 28, 2013, 08:50:43 am](#)
As a newby, ok a noob, this not only frightens me but now makes me want to surge on and find some fun!

Guess it finally succumbed to its injuries?
Good luck reclaiming the dead!

Unfortunately the combat log wasn't very informative about this, but it's lower spine has been broken at one point, in addition to middle spine wound it suffered before, and it became winded. It seems it finally suffocated to death.

[Quote from: zzandy on March 28, 2013, 09:48:20 am](#)
That is awesome! How do you manage to get 45 FPS with all the stuff going on?

Huh? I don't, thanks to all those deaths my framerate goes up to 12 at most. DF's FPS counter sometimes gets stuck, and that's probably what happened. Or maybe I unpaused it shortly before.

[Quote from: CognitiveDissonance on March 28, 2013, 09:52:58 am](#)
That is really, really cool! Any chance you could write a summary of the events in the Forgotten Beast Art thread? I think you might inspire a few people there...

<http://www.bay12forums.com/smf/index.php?topic=124312.0> (<http://www.bay12forums.com/smf/index.php?topic=124312.0>)

A summary? Sure, I can do it. Do I have to draw anything? Creating anything that would be roughly recognisable as a ~~FB~~ something would take me a metric ton of time...

Do you remember what I said about a plan? The entry point to the caverns is surrounded by a ring of fortifications, constructed early in Wirejade's history. It served as the first beachhead in the underground, and later as a secure stronghold against dangers coming from there. Wiki told me that raised drawbridges act as walls, and are immune to building destroyers. Now, the plan was to lure some demons with a few statues, and surround the statues with several rings of upright spears triggered by a pressure plate positioned in the entrance of the main food & booze stockpile.

It didn't exactly work as intended.
[Spoiler \(click to show/hide\)](#)



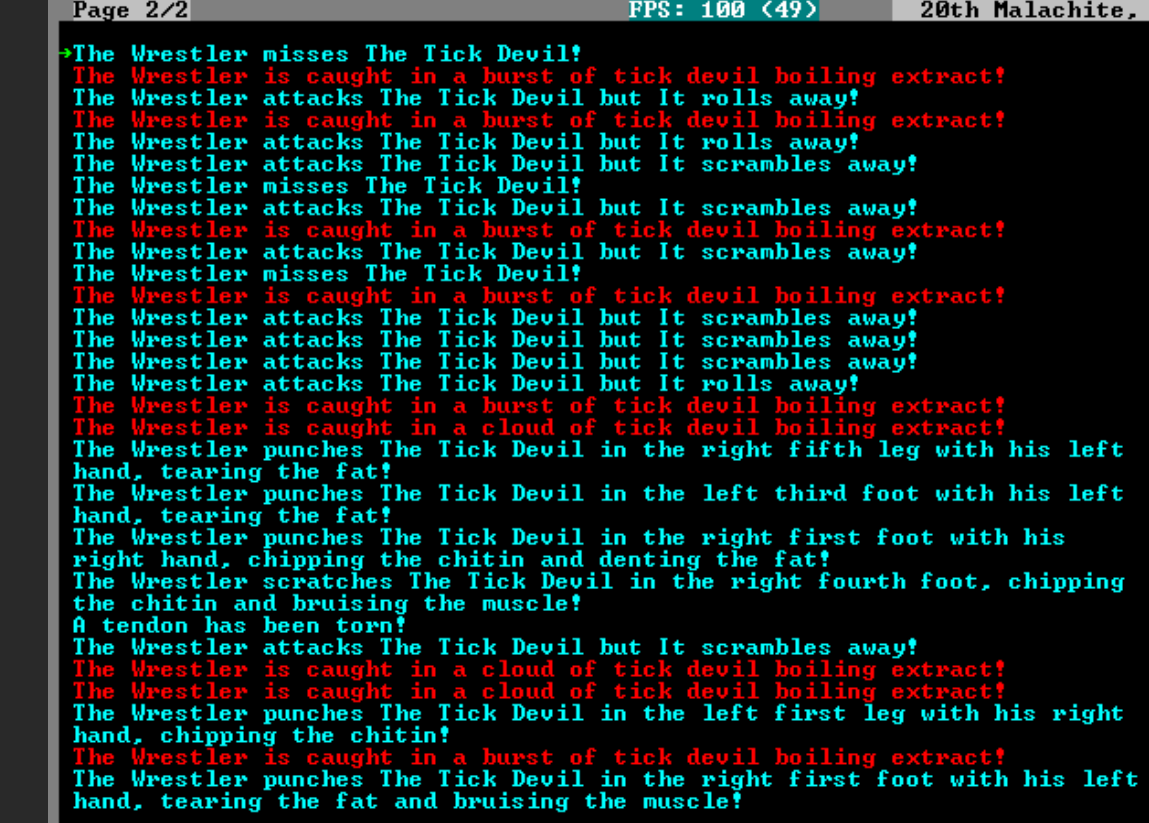
There is empty space above some of the fortifications fliers can get through, and all demons seem to be able to fly. At least no important dwarves were lost.

I came up with plan B soon afterwards:
[Spoiler \(click to show/hide\)](#)



Close the bridges, open the hatch, pasture an animal down there, close the hatch, send the soldiers, open the bridges, watch demons come and die, rinse and repeat. The first try yielded three dead Brine Demons, so the whole operation seems promising.

Meanwhile, three last survivors - including the blacksmith fighting a Steam Devil I mentioned before - commit acts of unprecedented badassery.
[Spoiler \(click to show/hide\)](#)



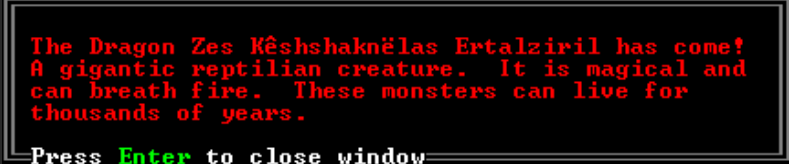
The above coming from a dwarf whose highest combat skill was Competent Fighter. He would've killed it with his bare hands, but a Brine Demon came and smashed everyone into a bloody pulp. Another one destroyed a Steam Devil with a single strike of his pick. The last one is the blacksmith himself simply for holding out for long enough to have his skills rise up to Proficient level and becoming able to counterstrike.

The new engravings in the burial chambers are underwhelming: foundation of the fort, a cheetah, a leopard, some boring masterwork items, dwarves crying over no longer being militia commanders. Come on, I want some dwarves in foetal positions and laughing demons, or vice versa!

- There was about a hundred of them, so far, twelve are dead. Here's the promised overview:
- Haunts of Fire and Specters of Fire - made of fire, shoot fireballs. breath fire. The "ranged wing" of the forces of the underworld. Not very tough, but few thing manage to get close to them.
 - White Demons and Slush Banshees - composed of snow. Surprisingly, quite deadly.
 - Brine Demons - salt bristleworms with shells. Die easily, provided you can hit them.
 - Spirits of Ash - three-tailed blobs of ash, about as powerful as the snow clowns.
 - Tick Devils - eyeless ticks, the only type of demon to bear a syndrome (poisonous gas), excluding the Slug Demons which wander aimlessly in Hell. It causes fever and blistering of the skin, but doesn't appear to be lethal. In combat, usually keep spraying gas and doing little else.
 - Steam Devils - oddly enough, beaver-shaped. Completely unable to directly deal damage, but incredibly good at dodging.
 - Demon of Salt - a salt blob. There's only one of this kind.

The blob-shaped ones are worrying, since I'm not sure if they can be killed in combat at all.

And right when I was thinking things are getting better..



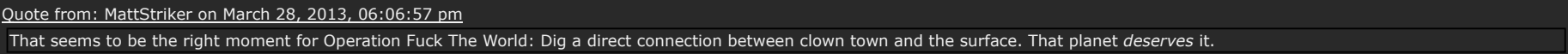
Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **MattStriker** on **March 28, 2013, 06:06:57 pm**

That seems to be the right moment for Operation Fuck The World: Dig a direct connection between clown town and the surface. That planet *deserves* it.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **MrWillsauce** on **March 28, 2013, 06:18:51 pm**

Catch the dragon in a cage trap. Maybe you can keep it cooped up behind some fortifications, then path some demons in front of it and try to kill them with dragon fire. I know they're immune to lava, but dragon fire is a lot hotter.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Foamybeard** on **March 28, 2013, 06:26:05 pm**

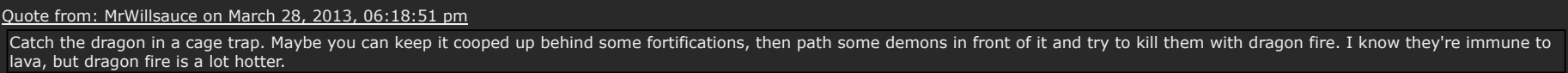


I agree with MattStriker. Let the demons loose, and have your dwarves seal themselves into themselves. Cask of Amontillado yourself.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **March 28, 2013, 06:30:01 pm**

Ask yourself this: Can it never cease to get worse?

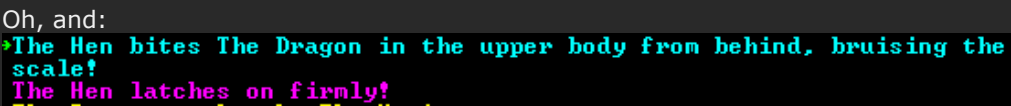
Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **March 30, 2013, 11:53:11 am**



That's exactly what I'm going to do.

The dragon burned a large amount of animals, and a few dwarves who stayed on the surface to have a drink. I guess that's what "negative effects of alcohol consumption" mean in Dwarf Fortress. I'm trying to lure it into the trap corridor, but it's more interested in destroying furniture in the surface barracks. I have to say that dragonfire is impressive. Grass doesn't even burn, but instantly turns into ashes. Stone and metal items caught in the direct blast melt into something that's apparently categorized as "glob".

The strangest thing is was a burning donkey foal which doesn't suffer damage or emit smoke. It died in the heat as soon as I unpaused the game, which seems to be a bug. The same thing happened to another one near the wells, where a large number of dwarves is hanging out. I hope nothing important catches fire.



A moody dwarf made an artifact sheep bone coffin. I designated it as Sakzul's future resting place.

In the underground front, great success! The new demon elimination plan may be even better than the first one. Its second execution yielded about a

dozen dead demons, including Fatesak the tick devil, which is likely responsible for the injuries which caused the beast's death. Blob clowns aren't as that dangerous, I saw an ash one die to two or three bolts.

A spider FB walked into the third caver level and was killed by demons without inflicting any damage.

I'm trying to figure out how creeping eyes vomit despite not having a mouth.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Foamybeard** on **March 30, 2013, 12:53:23 pm**

Quote from: Hetairos on March 30, 2013, 11:53:11 am
I'm trying to figure out how creeping eyes vomit despite not having a mouth.

Do you mind if I put that in my signature? I find that to be way too funny to pass up on.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Mr Space Cat** on **March 30, 2013, 04:42:45 pm**

PTW for more !!fun!! and clowns and goresplosions.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **McDonald** on **March 31, 2013, 09:32:12 am**

Quote from: McDonald on March 23, 2013, 03:04:49 pm
Oh my god... I wish I could have a fortress like that (So action-filled, not dead!). Mine is boring and laggy. Mine biggest achievement was defeating a goblin siege consisting of 12 lashers and one pikegobbo.
Quote
Sounds like my fort for the past 21 years, minus the goblins - back then I didn't even know how to check neighbouring civs. FBs and kobold thieves posed the only danger. Speaking of lag - I have about 10 FPS now, up from 6 before the beast attacked. I was even planning to open Hell on purpose to give the fortress a more fitting end than framerate death. And that's when the game decided to give me an extra helping of !!FUN!!.
Aren't lashers ridiculously overpowered or am I confusing them with something?

Whoops, sorry for not respoding for such a long time, I ragequitted life because of DF crash and lost saves :P

Speaking of lashers, according to wiki even copper whips can crush steel helmets.
Also, I remember one of my lost forts, a single ambush with a lasher destroyed my whole fort and the lasher was pursuing my tantruming mayor in circles for a long time and finally crushed his head. I LOLed so hard the whole time! :D

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **MattStriker** on **March 31, 2013, 10:12:42 am**

Whips are one of the weapons that react in really weird ways to the damage calculations. Tiny contact area, huge leverage modifier...extremely nasty.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **jonanlsh** on **March 31, 2013, 10:49:51 am**

i lol'd wayy more than what should be socially acceptable for a situation necessitating such dwarfy reactions.
breaching the fiery beyond to deal with one FB.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **April 01, 2013, 06:19:04 pm**

Quote from: Foamybeard on March 30, 2013, 12:53:23 pm
Quote from: Hetairos on March 30, 2013, 11:53:11 am
I'm trying to figure out how creeping eyes vomit despite not having a mouth.
Do you mind if I put that in my signature? I find that to be way too funny to pass up on.

Sure, go ahead!
yay I got sigged

Unfortunately, the dragon decided that going in circles close to the barracks is a wonderful idea. And then the dwarven caravan came.
So the merchants arrive to see blood and ashes everywhere, us nowhere to be seen, a rampaging dragon
WELCOME TO FUCKING WIREJADE!
I hope you like dragonfire!

Two of them were melted together with their pack animals, and the rest fled the map. Not a big loss, since all I've been using the caravans for during the past decade or so was getting rid of tattered clothes. All that remained behind was a pile of mostly useless metal stuff.
Finally, I lost my patience and decided to bait the dragon with dwarves. Long story short, it ended up so heavily wounded by marksdwarves that I sent soldiers to put it out of its misery. A spear in the head brought it down.
Two or three more demons are dead. The bulk of their forces is still deep below where magma forge complex used to be, and there is plenty of furniture left to trash. I doubt that I'll be able to shoot them all from safety, even though it seems that the mere presence of dwarves on the battlements draws them where I want. The reclamation of the caverns will be long and bloody.
I cold use more dwarves. Jewellers and masons suffered the heaviest losses, but I'd make use of anybody, especially with some military skills. Everyone is now busy cleaning up the surface, hauling animal corpses and withered crops (the farms were meant to supply almost 200 more dwarves), repasturing the surviving creatures and restoring the surface statue garden.
A furnace operator got possessed and is making something out of bone. Why do all dwarves without moodable skills in this fortress make bone crafts?
Several months have passed since Wirejade went under the population cap, but migrants aren't coming. Why? Is it too early?
Oh, did I mention this is my first fortress ever?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **TheFlame52** on **April 01, 2013, 07:57:23 pm**

Wow. PTW.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Foamybeard** on **April 01, 2013, 11:09:05 pm**

Your first fortress?!?! My first fortress everyone got killed by an ambush.... :/

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Urist Mc Dwarf** on **April 07, 2013, 04:57:06 pm**

Mine, the mayor ordered the hammering of his wife, son and two other popular dwarves. He went beserk soon after. did I mention that he was also my millitary commander nad armed and armored in steel with Proficent Swordsdwarf. My second I made a causeway from hell to surface

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Porpoisepower** on **April 07, 2013, 10:39:57 pm**

You seriously need to do a Story fort!

:o

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **April 14, 2013, 01:07:41 pm**

Quote from: Foamybeard on April 01, 2013, 11:09:05 pm
Your first fortress?!?! My first fortress everyone got killed by an ambush.... :/

That's probably how mine would've ended had goblins been anywhere nearby... Dwarf Fortress definitely has quite a few things left in store for me.

Quote from: Porpoisepower on April 07, 2013, 10:39:57 pm
You seriously need to do a Story fort!
:o

Oh wow, I don't think my storytelling skills would be sufficient for this. Here, I'm doing little more than describing events from the game.

As of 11th Sandstone, 148 approximately ¹/₃ of the demons is dead, the vast majority killed by marksdwarves. It took some time and ammo.



Do you see this wall grate in the middle? It's an artifact created by the fortress manager, one of the starting seven (two of which remain alive) and is currently serving as the demon bait. The dead dwarves were sent to deal with a tick devil stubbornly refusing to succumb to the crossbow fire. As it turns out, even a gravely wounded demon with a dozen metal bolts firmly stuck in its body is perfectly capable of ripping a dwarf's guts through masterwork steel armour. The fortifications at the bottom are meant to be a ballista bunker, but I suppose the operators will run away anyway. However, I can go back to my old idea of using upright spears, and 80 iron ones have already been commissioned. While the raised bridges don't stop demons from coming inside, they seem to mess with their pathfinding.

Checkerboards, magma machineguns, minecart shotguns... The dwarves of Wirejade will defeat the legions of Hell with good old dakka, and some pointy metal sticks.

In other news, I'm massproducing iron bolts and searching for new coal veins to power the industry. I don't like having to rely on charcoal, and the aforementioned iron spears will require some fuel. An elven caravan arrived and nobody bothered to go and trade with it. Some dwarf made an artifact statue of an otherwise unremarkable giant sloth bear being killed by a Forgotten Beast. I discovered kobold bone crafts in one of the workshops. I finally managed to stockpile some soap and make dwarven syrup.

Some time before Radavi's rampage, I had the idea to arm all civilians with a bone crossbow, a wooden shield and a full quiver. If it got there just a few months later, it's likely it would get shot before inflicting too much damage. Anyway, the project appears to be complete. It's hilarious when a kobold thief gets spotted inside the fortress.

The demons in the old forges are finished with smashing furniture. Some went up, some stayed deep underground for no particular reason.

Migrants, why aren't you coming? You can take potshots at demons here! Crossbow and ammo for free!

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **April 14, 2013, 01:20:10 pm**

Quote from: Hetairos on April 14, 2013, 01:07:41 pm
Migrants, why aren't you coming? You can take potshots at demons here! Crossbow and ammo for free!
There always reaches a point where the Overseer needs it pointed out to them just how insane they seem.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Trapezohedron** on **April 14, 2013, 01:33:20 pm**

Wow, your fortress is indeed having a party with that uninvited guest and its clown entourage. Well done.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **April 21, 2013, 09:53:04 am**

Quote from: Loud Whispers on April 14, 2013, 01:20:10 pm
There always reaches a point where the Overseer needs it pointed out to them just how insane they seem.

Bay12 calls me insane... Should I turn myself over to an asylum or just go straight to the SCP Foundation?

Quote from: New Guy on April 14, 2013, 01:33:20 pm
Wow, your fortress is indeed having a party with that uninvited guest and its clown entourage. Well done.

Everybody is indeed having lots of fun, but it seems not all guests will make it home on their own...

[Spoiler](#) (click to show/hide)

Mestthos Beronrel Engigokir has been happy lately. She took joy in slaughter lately. She had a fine drink lately. She slept in a bedroom like a personal palace recently. She was disgusted by a miasma lately. She had a pretty decent drink lately. She was able to rest and recuperate lately. She is married to Mthel Ihnroom. She is the daughter of Meng Dabbledpaged and Donas Columnshield. She is a dubious worshipper of Rouz Coppernined the Cobalt Diamonds, a worshipper of Hal and an ardent worshipper of As. She is a citizen of The Ship of Beaches. She is a member of The Jade Artifact. She is a former member of The Book of Dying. She is a former member of The Domination of Selling. She is a former member of The Dead Glaze. She is a former member of The Creed of Gravel. She is an enemy of Status. She is the former broker of The Jade Artifact. She arrived at Shorastotil on the 17th of Malachits in the year 133. She is one hundred one years old, born on the 14th of Moonstone in the year 48. She is very muscular. She has a broad chin. Her brass eyes have thin irises. She has a clear voice. Her short hair is neatly combed. Her head is somewhat narrow. Her hair is buff mixed with gray. Her skin is burnt unber. She is incredibly quick to heal, very slow to tire and very strong. She is incredibly quick to heal, very slow to tire and very strong. Mestthos Beronrel Engigokir likes talc, lay pewter, aventurine, oak wood, clear glass, giant moose leather, bolts, greaves, caps and buckets. When possible, she prefers to consume elephant seal, fisher berry wine and cave wheat seeds. She absolutely detests fire snakes. She has an unbreakable will, but she has an iffy sense for music and really poor focus. She can handle stress. She prefers that others handle the leadership roles. She lives for risk and excitement. She is rarely happy or enthusiastic. She tends not to openly express emotions. She is resistant to change. She is trusting. She lacks confidence. She thinks it is incredibly important to strive for excellence. She is occasionally given to procrastination. She needs alcohol to get through the working day. She is getting used to tragedy. A short, sturdy creature fond of drink and industry.

Meet Mestthos Earthenexits the Flaxen Elder. She's a moderately skilled macedwarf, serving in the Primitive Daggers squad. Faster than her squadmates, always running ahead of them.

And she has recently killed a tick devil in hand-to-hand combat.

With a single strike.

Of her shield.

Because she stubbornly refuses to pick up a weapon.

Some time ago, a kobold thief was unlucky enough to be caught by her. She proceeded to break every bone in his body with the shield, before finishing him off with a blow to the head.

She is scaring me.

How did it all happen? Well, the upright spears I mentioned before were all in place and hooked the up to a lever (initially I wanted to use a pressure plate, but it didn't work as intended, so I decided a lever would be more reliable). All except one tile. Some dwarves came down to fix it and clean up the place a little bit, and were attacked by a tick devil demon. At one moment, only two metalsmiths remained alive.



They miraculously crippled the demon's legs and wings, rendering it unable to move, and kept it pinned down with crossbowfire, standing amidst the blood both fresh and old, grime, torn off limbs, corpses of demons and their fellow dwarves, bolts and clouds of foul-smelling miasma and fever-inducing gas, until the relief force arrived. You know the rest.

Said spears are working quite well and have already skewered a demon on their own. I moved the ballista a bit so the operator no longer runs away, but only 1 shot out of 2 reaches the target, and there is always nobody to fire it when I need it.

One of the flame demons has somehow killed itself in a remote part of the caverns. It just... somehow rammed itself into the ground and exploded. A closer inspection revealed forgotten beast webs inaccessible to dwarves, hanging above some ramps. It still doesn't fully explain how a basically weightless creature fell on the ground with sufficient force to blow itself apart, but whatever.

I'm beginning to wonder if opening Hell doesn't somehow stop immigration. If someone could confirm or debunk this I'd be grateful.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Skorp** on **April 21, 2013, 10:09:38 am**

Quote

I'm beginning to wonder if opening Hell doesn't somehow stop immigration. If someone could confirm or debunk this I'd be grateful.

I can confirm that it doesn't, but the high amount of casualties and the death of merchants will scare them off

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **usgreth** on **April 21, 2013, 10:42:05 am**

I have a pillbox set up away from my fort thats full to the brim with clowns. I use them as a sort of guard tower against elves, goblins and also as target practice for siege weapons. I've had several migrant waves since then, in fact the last batch of migrants passed perilously close to the bunker when making their way to my proper fort, was half expecting them to all get fireballed in the face.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **April 21, 2013, 10:57:16 am**

Quote from: Skorp on April 21, 2013, 10:09:38 am

I can confirm that it doesn't, but the high amount of casualties and the death of merchants will scare them off

Only that I don't even get the "The fortress attracted no migrants this season" message. And the last caravan left a few months ago filled to the brim with goods.

Quote from: usgreth on April 21, 2013, 10:42:05 am

I have a pillbox set up away from my fort thats full to the brim with clowns. I use them as a sort of guard tower against elves, goblins and also as target practice for siege weapons. I've had several migrant waves since then, in fact the last batch of migrants passed perilously close to the bunker when making their way to my proper fort, was half expecting them to all get fireballed in the face.

Doesn't that eat up FPS like crazy? Certainly better than a "welcome" sign, though.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Vattic** on **April 22, 2013, 12:22:45 am**

PTW, cheers for sharing.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **tarrahwade** on **April 28, 2013, 04:34:08 am**

I always love spoilers. :)

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Tarqiup Inua** on **April 28, 2013, 06:35:04 am**

Quote from: Hetairos on March 28, 2013, 06:01:28 pm

The new engravings in the burial chambers are underwhelming: foundation of the fort, a cheetah, a leopard, some boring masterwork items, dwarves crying over no longer being militia commanders. Come on, I want some dwarves in foetal positions and laughing demons, or vice versa!

Bit old quote... well, you need engraver that has "admires tradition" or something like that in his description to get those engravings.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **April 28, 2013, 06:43:18 am**

Quote from: Tarqiup Inua on April 28, 2013, 06:35:04 am

Quote from: Hetairos on March 28, 2013, 06:01:28 pm

The new engravings in the burial chambers are underwhelming: foundation of the fort, a cheetah, a leopard, some boring masterwork items, dwarves crying over no longer being militia commanders. Come on, I want some dwarves in foetal positions and laughing demons, or vice versa!

Bit old quote... well, you need engraver that has "admires tradition" or something like that in his description to get those engravings.

Yeah, I looked it up later... Some engravings with demons started appearing then, including one depicting the mortal wounding of Radavi by Fatesank.

Ladies and gentlemen, I am happy to announce that the first level of the caverns has been fully reclaimed. Many valuable goods, especially weapons and armour, is again in dwarven hands. Cleaning the area up is almost finished, and an expedition into the depths should follow soon.

In the bad news, a few dwarves rushed to deep even though I forbade everything that could've attracted them. The results were predictable.

►Fath Mesuzol, Miner cancels Hunt for Small Creature: Interrupted by Slush Banshee.

She would have probably survived, but a FB appeared and bit her head off.

However, thanks to them I'm sure the remaining demons have utterly broken pathfinding and won't move unless something gets very close. I should be able to hunt them down one group after another. According to my military research, killing demons with moderately skilled dwarves is possible under several conditions:

- the demons must have their legs (and wings, if they have any) broken, preferably from distance,
- the melee dwarves are heavily supported by marksdwarves,
- a large number of dwarves is used so even if the demon starts tearing apart one soldier, the others can attack it,
- and of course the warriors have the best gear available. A limited adamantine supply is probably better used for weapons than armour, since demons are so massive their blunt attacks like kicks won't be stopped by anything except maybe shields or dodging.

I have an idea about what to do with the demon remains, but that will come later.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **jonanlsh** on **April 28, 2013, 08:38:43 am**

in comparison to your epic dwarven fun ball, i only recieved my first dragon assault today.

i nearly shat my pants in fear. but my military slew it with ease.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Volfgarix** on **April 28, 2013, 09:50:51 am**

Oh Armok, this is... Awesome... :o
PTW

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Ringsea** on **April 28, 2013, 10:47:51 am**

You can probably just burn the corpses. I don't THINK they'll still be lava immune after death. You can always atom smash, though. A symbol of the triumph of Dwarven technology over the Demons.

I kinda wanna see what happens if a necromancer were to come at you.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Tarqiup Inua** on **April 28, 2013, 12:26:11 pm**

That's right, can't you save the corpses for your necromancer hero?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Trapezohedron** on **April 28, 2013, 12:29:03 pm**

Quote from: Tarqiup Inua on April 28, 2013, 12:26:11 pm
That's right, can't you save the corpses for your necromancer hero?

AFAIK, HFS cannot be animated.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Porpoisepower** on **April 28, 2013, 04:04:55 pm**

This fortress needs a Planespacked!

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Batmantis56** on **April 28, 2013, 05:24:14 pm**

Awesome story, good work dealing with that mess.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Solon64** on **April 28, 2013, 05:53:48 pm**

Quote from: New Guy on April 28, 2013, 12:29:03 pm
Quote from: Tarqiup Inua on April 28, 2013, 12:26:11 pm
That's right, can't you save the corpses for your necromancer hero?
AFAIK, HFS cannot be animated.

This. HFS all have the tag [CANNOT_UNDEAD], rendering them immune to reanimation. Thank armok for that, you think HFS is bad, I cant imagine a zombie clown...

Which brings up a question, actually. Can clowns be thralled/husked? Thralls/husks are not actually undead... needs testing. I actually haven't seen a husking cloud in a LONG time though. The last ones I saw ended in a herd of Ostrich husks pecking my seven dwarves to death in less than two minutes.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **FritzPL** on **April 29, 2013, 07:13:17 am**

We demand a save.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Button** on **April 29, 2013, 09:33:54 am**

Quote
Only that I don't even get the "The fortress attracted no migrants this season" message. And the last caravan left a few months ago filled to the brim with goods.

I have heard it said that once you have too many dead (5000 or so?), you stop attracting migrants unless you clear out the roster with DFHack. Though I guess since you're on an island that's unlikely. I only hit the limit when I'm in range of a Tower.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Batmantis56** on **April 30, 2013, 12:04:10 am**

Quote from: FritzPL on April 29, 2013, 07:13:17 am

We demand a save.

Seconded for !SCIENCE!

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **DWC** on **April 30, 2013, 12:48:11 am**

Why a save? It's much more fun to do it with your own fortress.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Exitstrategy** on **April 30, 2013, 01:10:57 am**

Is it bad that I want to see something to show up on the surface to add to the !!fun!!

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **FritzPL** on **April 30, 2013, 10:16:42 am**

Quote from: DWC on April 30, 2013, 12:48:11 am

Why a save? It's much more fun to do it with your own fortress.

This man just built a fort that could rival -cannon fortresses ***in his first game***. I want his awesome aura to be passed to me through the save.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **slothen** on **April 30, 2013, 10:51:33 am**

Thoroughly enjoyed this.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Urist Mc Dwarf** on **May 01, 2013, 05:13:06 pm**

SAVESAVESAVE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 01, 2013, 09:03:47 pm**

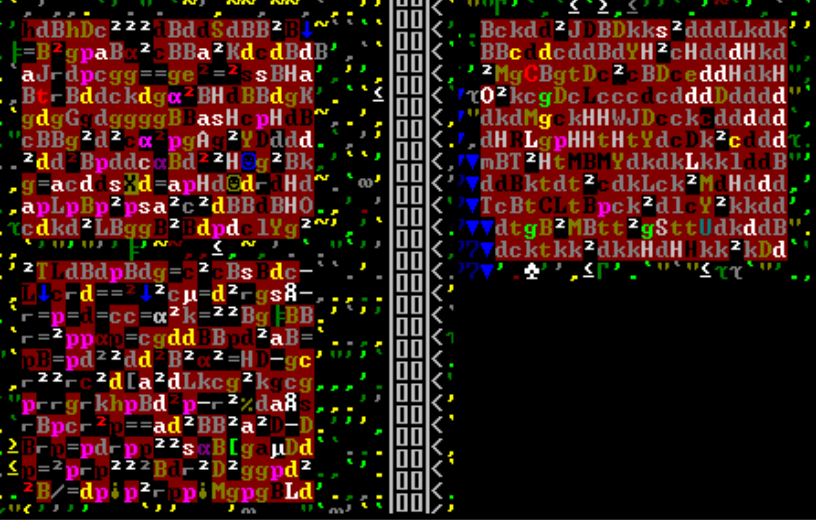
Quote from: Ringsea on April 28, 2013, 10:47:51 am

You can probably just burn the corpses. I don't THINK they'll still be lava immune after death. You can always atom smash, though. A symbol of the triumph of Dwarven technology over the Demons.

I kinda wanna see what happens if a necromancer were to come at you.

Actually, I am planning to put them in a museum-like facility. I'm still looking for the perfect place and wondering what else to put in there. As for a necromancer...

Spoiler: Outdoors refuse stockpiles (click to show/hide)



...let's just say it's probably a good thing there are no towers nearby.

Quote from: Solon64 on April 28, 2013, 05:53:48 pm

Can clowns be thrall'd/husked? Thralls/husks are not actually undead... needs testing. I actually haven't seen a husking cloud in a LONG time though. The last ones I saw ended in a herd of Ostrich husks pecking my seven dwarves to death in less than two minutes.

I remember reading how somebody pitted husks against clowns; the husks won. I don't dare to imagine the unholy spawn of Armok that huskified clowns would be.

Quote from: Button on April 29, 2013, 09:33:54 am

I have heard it said that once you have too many dead (5000 or so?), you stop attracting migrants unless you clear out the roster with DFHack. Though I guess since you're on an island that's unlikely. I only hit the limit when I'm in range of a Tower.

Actually, the dead/missing count is over 3300. I blame the huge amount of animals I can barely butcher and process quickly enough to keep the population in check. If that is indeed the problem, I'll officially proclaim you a Hero of the Mountainhome. Which command should I use? I'm not good with DFhack.

Quote from: FritzPL on April 29, 2013, 07:13:17 am

We demand a save.

Quote from: Batmantis56 on April 30, 2013, 12:04:10 am

Quote from: FritzPL on April 29, 2013, 07:13:17 am

We demand a save.

Seconded for !SCIENCE!

Quote from: Urist Mc Dwarf on May 01, 2013, 05:13:06 pm

SAVESAVESAVE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Save... I should have thought about this earlier, since things are mostly cleaned up by now, but if you insist, here it is (http://dff.d.wimbli.com/download.php?id=7621&f=region2.zip).

Please don't laugh too hard at my layout. Large parts of the fortress have been designed when I was still at the "holy carp I can make dorfs dig" phase, so I didn't exactly have long-term architectural development in mind.

As I had said, the soldiers were assembled and ordered to descend into the depths. They did a good job - 7 demons (4 steam, 2 fire and an ash one)

standing around the last remaining cabinet were smashed into pieces with relatively low casualties, four salt clowns which foolishly decided to stand near the fortifications guarding the entrance into the second cavern level didn't last long under accurate crossbowfire, some more were hunted down in more remote parts of the caverns and one fire clown was walled off. Then I sent the soldiers against three slush banshees swimming in the magma pool in the third cavern.

They proved themselves to be tougher opponents than the others.



About the half of the military is dead, after barely landing a hit; mostly the melee fighters. The marksdwarves brought one banshee down and heavily damaged another one, but that's all. I ordered a retreat, and the demons went to swim in the magma sea.

I'm devising a way to somehow kill them off. There is a hole in the floor above the magma pool, which was a part of a mincart system used for disposal of surplus stone. The bottom of a cavern lake is situated to its west. I plan to construct a floor above the pool and put a new artifact gabbro grate on its end as a bait, wait until they come to it, and then either flood and hopefully obsidianise them, or drop a huge amount of gold nuggets or something else previously quantum stockpiled on the bridge upon their heads.

Spoiler (click to show/hide)

Litast Vutokkonos Gomid Cagith has been quite content lately. She received food recently. She received water recently. She had a fine drink lately. She slept in a bedroom like a personal palace recently. She had a pretty decent drink lately. She has witnessed death. She took joy in slaughter lately. She was disgusted by a miasma lately. She sustained major injuries recently. She was able to rest and recuperate lately. She is a dubious worshipper of Her the Sweltering Spine. She is a victim of the Whip of Beasts. She is a member of The Jade Artifact. She is a former member of The Responsible Theater. She is a former member of The Branded Creed. She arrived at Shorastatil on the 14th of Slate in the year 133. She is one hundred thirty-one years old, born on the 1st of Gonnite in the year 19. Her left upper leg is broken. Her right upper arm is broken. Her right foot is broken. She is very fat. Her eyes are brass. Her somewhat broad flattened ears are fuse-lobed. She has an angular chin. Her hair is clean-shaven. Her dark brown skin is wrinkled. Her lips are slightly thick. She is incredibly tough, indigestible, agile and strong. Litast Vutokkonos Gomid Cagith likes tetrahedrite, bismuth, cat's eye, giant masked lovebird leather, giraffe horn, sea monster bone, gems, hoods, statues, goblets and donkeys for their stubbornness. When possible, she prefers to consume jumping spider, Longland beer and cave wheat seeds. She absolutely detests hamsters. She does not actively seek friendships and is incredibly distant and reserved. She enjoys the company of others. She is rarely happy or enthusiastic. She isn't given to flights of fancy. She prefers familiar routines. She revels in chaos and disorder. She talks to inanimate objects when she's thinking. When she's thinking, she has a tendency to chew on her cheek. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather. A short, sturdy creature fond of drink and industry.

Litast Figurebrass the Dourness of Crying, an elite marksdwarf who managed to crawl all the way to the hospital. She should survive despite the infections - the healthcare of Wirejade is well organised. She killed a total of 12 demons. Her personality is... interesting.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **May 03, 2013, 01:41:08 pm**

Chaos, disorder and Dwarf Fortress.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **DireWolf64** on **May 03, 2013, 02:39:07 pm**

Oh man, all I've got in my current fort are herds after herds of naked mole dogs, gorlaks, trolls, one winged, blind, minty green, poison spitting lobster FB (that came into my fortress and was in turn slaughtered by my military and made into soap, yeah, I literally have "Forgotten Beast soap" in my soap stockpile...), a skinless toad FB and a red, horned, eyeless poisonus viper FB (both the viper and the toad are having a bath in the underground lake that I broke into while digging and don't show any interest whatsoever in coming into my fort)+ a whole load of gobbos whom I intend to sacrifice in Armoks name in the new temple I'm building (might release pictures if anyone is interested)

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Crashmaster** on **May 03, 2013, 05:21:02 pm**

If the slush demons are not moving and in the magma pool, a single bucket of water dropped through a grate from above the tile they are in will form obsidian and kill everything under it all the way to the SMR.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 04, 2013, 12:07:12 pm**

Quote from: Loud Whispers on May 03, 2013, 01:41:08 pm
Chaos, disorder and Dwarf Fortress.

What do you mean by "and"? ;)

Quote from: Crashmaster on May 03, 2013, 05:21:02 pm
If the slush demons are not moving and in the magma pool, a single bucket of water dropped through a grate from above the tile they are in will form obsidian and kill everything under it all the way to the SMR.

All I would've had to do if they just stayed in place was mining out a single tile and pulling a single lever. Unfortunately...

...the banshees decided to move to the forges, and then up until they finally stopped 2 z-levels below the blockaded first caverns exit, slamming some cheetah cubs and kittens into walls on the way there. I surrounded the exit with fortifications, taking care not to leave a way of escape through the ceiling, put an artifact pig bone door in there, and ordered the floor blocking the stairs deconstructed. One jumped out rather quickly, and marksdwarves shot it to pieces. The second one was more reluctant. I unlocked the door, hoping it would get the demon to move - and a civilian walked inside. He was lucky enough to get kicked through the fortifications before suffering too much damage, however his lower spine has been destroyed and he'll never walk again. Still, the plan has served its purpose well.

Then the soldiers went down to kill an ash demon hovering in the lowest caverns, and suffered some unnecessary casualties due to being stupid and walking straight past it to the assembly point. The Lauded Lances, a squad which used to be stationed on the surface alongside The Primitive Daggers, guarding the western side of the fortress for years, was reduced to its last member and subsequently disbanded.

Anyway, only 5 demons are left, 4 made of fire and one of salt. The salt one is stuck in the shaft I used to drop old furniture into magma, one fireclown is walled off in a corridor just above the third caverns, another one is hanging by the magma pool with no intention of moving, and the last two sit in an unused shaft with a ballista pointed at them. The old magma forges are considered reclaimed, and are currently being cleaned up and restored. All dwarves are so busy that no one had time to go and trade with the dwarven caravan. Everyone is hauling everything everywhere.

The project which was meant to kill the banshees hasn't been abandoned and will - after some slight alterations - serve as an obsidian factory. If everything works as designed, that is.

Three things I forgot to mention before:
- Something actually did show up on the surface - more precisely, a minotaur child. Since the soldiers were busy underground fighting the demons, I sent some crossbow-bearing civilians on the walls. A flurry of bone bolts made short work of the monster.
- Back when I was setting the anti-demon upright spears in place, my chief medical dwarf was attacked by a tick devil. The ultimate cause of his death? Being scared by a murderous ghost. While being torn apart by a gargantuan monster from hell.
- My new hammerer has a ghostly dwarf on his kill list. Dwarven justice reaches everyone.

I did some research and found the DFhack command for clearing the dead units list. Over 2500 entries were deleted. I hope that fixes the immigration.

And the saddest thing of the expedition leader and founder of the fortress, dedicated manager and bookkeeper for about 24 years, Bembul Cosmosgorge, is dead. She has apparently stepped into some forgotten beast goo scattered near the well and bled out on the way to the hospital. She will receive a platinum sarcophagus and an engraved tomb in return for her loyal service.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Julien Brightside** on **May 04, 2013, 07:08:21 pm**

Seems like you have managed to run into quite a lot of fun.

I am a bit surprised you had 400 dwarves though.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 08, 2013, 07:27:16 pm**

Quote from: Julien Brightside on May 04, 2013, 07:08:21 pm

Seems like you have managed to run into quite a lot of fun.

I am a bit surprised you had 400 dwarves though.

There wasn't much to kill them, aside from an occasional FB.

I bring bad news. Mestthos Earthenexits the Flaxen Elder, the macedwarf without a mace I described before, has perished fighting a forgotten beast alone in order to buy time for the others. An unfortunate kick to the head ended her life. I didn't have enough soldiers to keep a squad in the lower caverns. I still don't, in fact.

Also, the dwarves failed to trade with an elven caravan which brought a giant brown recluse spider, if I remember correctly. And a giant jaguar.

On the other hand...

Some migrants have arrived, despite the danger.

MIGRANTS! WAHAHA!

A few waves have already arrived, and for some reason the arriving dwarves have no relatives, no previous affiliations to any other civs, and almost a half of them are traders. However, all dwarves are welcome, since the recent events have left me a bit short on raw dwarfpower.

In general, the life in the fortress is mostly back to normal. The forges are once more filled with the sound of metal striking metal, and I'm planning to resume mining adamantine soon (now that the two fireclowns near the path to it are gone). Two of the spires go straight through the magma sea, but are also situated next to some cavern ponds, so with some careful mining and floodgates extracting all of the precious candy should be possible. The obsidian farm is progressing nicely, though two miners died in unexplained cave-ins while mining out bits of wall. Some large scale above-ground architectural projects are in progress, such as claiming a large area of the surface as fortress interior and creating a tall stone tower with the top made of solid electrum. Or maybe two.

The true challenge, though, will be creating an outpost in Hell itself. Using pitchblende. Okay, not only pitchblende, because I have only about 75 blocks of it. I guess I'll put in some dark stone, like gabbro or obsidian, too.

Wait, why are there random explosions of steam in the caverns?

Spoiler (click to show/hide)



EDIT: HOLY CARP FIRECLOWN OUT OF NOWHERE EVERYONE HIDE

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **slothen** on **May 08, 2013, 11:53:26 pm**

sadly, the hammerer's kill list with the ghostly victim is probably just a bug. If he kills a dwarf that later turns into a ghost, all references and images to that dwarf will refer to the ghostly dwarf.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 11, 2013, 05:47:05 am**

Two quick questions: How powerful is an artifact bone pick and is there a way to put out burning artifacts? I'm not exactly thrilled about having smoke from a backpack annoy all my smiths. Minecarts, perhaps?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **May 11, 2013, 10:41:30 am**

Quote from: Hetairos on May 11, 2013, 05:47:05 am

Two quick questions: How powerful is an artifact bone pick and is there a way to put out burning artifacts? I'm not exactly thrilled about having smoke from a backpack annoy all my smiths. Minecarts, perhaps?

Bone picks are weapons of boasting. Otherwise they're not that much more effective than a copper pick I'm afraid.

In mining however, they are furious excavators of mountains.

So are other picks.

But they're not made out of bone.

If the artifact fire gets too troublesome, a cave in from far above will destroy it [and the fire].

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 12, 2013, 11:14:36 am**

Guess what happened.

Two FBs with deadly dust simultaneously decided to visit my fort.

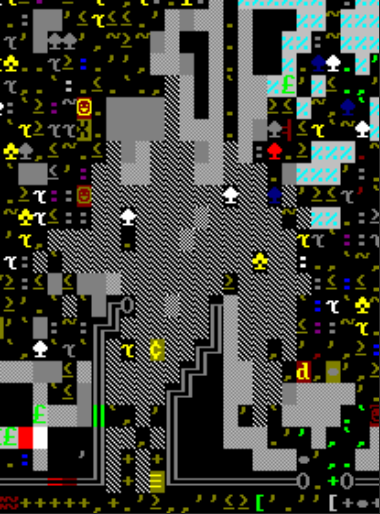
The first one, Allas Echoedpaddle the Mine of Ashes, appeared near the magma forges. I send the military down to deal with the threat. I hoped to lure it into the forges proper, where it would find itself under heavy fire from marksdwarves, but one of them stumbled into it near the entrance. I issued an attack order, and at the cost of one markdwarf and an non-lethal body rot for an axedwarf the monster was decapitated. The axedwarf was also the slayer of that !!clown!! which surprised me before, and is missing the majority of his body fat. He is the first dwarf in the fortress' history to name his weapon: Roughslips the Bone of Combining, an adamantine battle axe.

Just when I thought things are back to normal, another one, Sostet Shadowevils, a hairy carmine lizard with a trunk emerged in the first cavern level. All soldiers were as far away as they could possibly be, of course. Its syndrome is very similar to that of Radavi, but the symptoms take a whole minute to kick in. After that, victim's entire body - including eyes and internal organs - starts intensively bleeding (or maybe liquefying, who knows). Death follows in about 8 frames. Oh, and the dust clouds has up to 30 tiles in diameter. I'll try to get a screenshot.

All in all, about 50 dwarves or 20% of the population, including the queen, is dead, with the most common cause being dwarven stupidity (A giant lizard rampaging in the caverns? Everybody must retreat into the fortress? I'll just grab this pipe section and go where the corpses are, I'm sure it won't notice me). Everything below the floor hatch Wealthwinters is once more declared off limits.

My hope is that Sostet will slam itself into something one time too much, finally crippling its heart or lungs.

EDIT:
[Spoiler \(click to show/hide\)](#)



Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Fenrisson** on **May 13, 2013, 08:13:52 am**

Have you considered lever-operated menacing spikes to kill the FB? Build the corridor of death, lure it with dogs or cats - when pathing into the kill-zone raise bridges to trap the beast - then pull lever in repeat mode. Voila, you now have swiss-FB-cheese without dwarven casualties

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Magistrum** on **May 13, 2013, 12:04:05 pm**

[Quote from: Hetairos on May 12, 2013, 11:14:36 am](#)
My hope is that Sostet will slam itself into something one time too much, finally crippling its heart or lungs.
Trow him some useless animals to give him a reason to use his dust, he will die soon.
Also, nice adamantine battle axe.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 16, 2013, 08:11:21 pm**

I would've posted this a bit earlier, but my OS spontaneously chose to ignore the existence of my network card.

[Quote from: Fenrisson on May 13, 2013, 08:13:52 am](#)
Have you considered lever-operated menacing spikes to kill the FB? Build the corridor of death, lure it with dogs or cats - when pathing into the kill-zone raise bridges to trap the beast - then pull lever in repeat mode. Voila, you now have swiss-FB-cheese without dwarven casualties

That sums up Plan A...

[Quote from: David The Master on May 13, 2013, 12:04:05 pm](#)
Trow him some useless animals to give him a reason to use his dust, he will die soon.

...and that Plan B. Both didn't work.

The upright spears trap with an artifact grate I used to kill demons is still there, however Sostet went towards the floor hatches I installed above the forges in order to be able to isolate them in case of danger, passing near a bunch of giant sloth bears and dingos left there.

[Spoiler \(click to show/hide\)](#)



Thanks to the fact that the dust syndrome wasn't immediately fatal like Radavi's, they dealt some damage to it before death. Much, if not most of the blood visible on the screenshot belongs to the FB. While it was heading deeper, I decided to set up the bait to lure it towards the upright spears. The trap would've had to suffice - the enormous range of the dust cloud (while fighting animals on the stairs, it managed to reach up to 8 z-levels higher than the source) meant the beast would've been able to attack the marksdwarves on the fortifications above should I decide to send them there. This is probably how the demon-slaying marksdwarf Litast I mentioned before perished - her body was found on the stairs leading there.

All this left Sostet quite heavily wounded:

[Spoiler](#) (click to show/hide)

Sostet Shedimgedor, Forgotten Beast
"Sostet Shadowevils"

first toe, left front foot
third toe, left front foot
fourth toe, right front foot
fourth toe, left front foot
first toe, left rear foot
second toe, right rear foot
second toe, left rear foot
fourth toe, right rear foot
right lung
heart
skull
mouth
right true ribs
right false ribs
right eyelid

Yes, this is a lung and heart indicated as non-functional. Despite this, it kept crawling around for weeks.

But before I could let the dwarves herd the animals near the trap, I had to close a gap in the wall I deconstructed to retrieve a dead baby's skeleton. Using the gap and ignoring all orders the new captain of the guard, Kivish Shegetavuz, went down to get himself some gear and stumbled upon the beast in the forges. Having no weapon skill and only partial armour didn't stop him from slaying it - but not before painting a considerable part of the floor with its blood. He expired some time after that, of course. His sacrifice will not be forgotten.

[Spoiler](#) (click to show/hide)

Her liver is running with Kivish Hornmined's dwarf blood. Her right kidney is running with Kivish Hornmined's dwarf blood. Her right lung is running with Kivish Hornmined's dwarf blood. Her left lung is running with Kivish Hornmined's dwarf blood. Her heart is squeezing Kivish Hornmined's dwarf blood. Her left kidney is running with Kivish Hornmined's dwarf blood. Her lower lip is running with Kivish Hornmined's dwarf blood. Her spleen is running with Kivish Hornmined's dwarf blood. Her head is running with Kivish Hornmined's dwarf blood. Her upper body is running with Kivish Hornmined's dwarf blood. Her upper lip is running with Kivish Hornmined's dwarf blood. Her lower body is running with Kivish Hornmined's dwarf blood. Her tongue is running with Kivish Hornmined's dwarf blood. Her mouth is running with Kivish Hornmined's dwarf blood. Her fifth toe, left foot is dripping Kivish Hornmined's dwarf blood. Her fifth toe, right foot is dripping Kivish Hornmined's dwarf blood. Her fourth toe, left foot is dripping Kivish Hornmined's dwarf blood. Her fourth toe, right foot is dripping Kivish Hornmined's dwarf blood. Her third toe, left foot is dripping Kivish Hornmined's dwarf blood. Her third toe, right foot is dripping Kivish Hornmined's dwarf blood. Her second toe, left foot is dripping Kivish Hornmined's dwarf blood. Her second toe, right foot is dripping Kivish Hornmined's dwarf blood. Her first toe, left foot is dripping Kivish Hornmined's dwarf blood. Her first toe, right foot is dripping Kivish Hornmined's dwarf blood. Her fourth finger, left hand is dripping Kivish Hornmined's dwarf blood. Her fourth finger, right hand is dripping Kivish Hornmined's dwarf blood. Her third finger, left hand is dripping Kivish Hornmined's dwarf blood. Her third finger, right hand is dripping Kivish Hornmined's dwarf blood. Her second finger, left hand is dripping Kivish Hornmined's dwarf blood. Her second finger, right hand is dripping Kivish Hornmined's dwarf blood. Her first finger, left hand is dripping Kivish Hornmined's dwarf blood. Her first finger, right hand is dripping Kivish Hornmined's dwarf blood. Her thumb, left hand is dripping Kivish Hornmined's dwarf blood. Her thumb, right hand is dripping Kivish Hornmined's dwarf blood. Her skull is dripping Kivish Hornmined's dwarf blood. Her brain is dripping Kivish Hornmined's dwarf blood. Her lower spine is dripping Kivish Hornmined's dwarf blood. Her middle spine is dripping Kivish Hornmined's dwarf blood. Her upper spine is dripping Kivish Hornmined's dwarf blood. Her throat is oozing Kivish Hornmined's dwarf blood. Her left cheek is oozing Kivish Hornmined's dwarf blood. Her right cheek is oozing Kivish Hornmined's dwarf blood. Her left knee is dripping Kivish Hornmined's dwarf blood. Her right knee is dripping Kivish Hornmined's dwarf blood. Her left hip is dripping Kivish Hornmined's dwarf blood. Her right hip is dripping Kivish Hornmined's dwarf blood. Her left wrist is dripping Kivish Hornmined's dwarf blood. Her right wrist is dripping Kivish Hornmined's dwarf blood. Her left elbow is dripping Kivish Hornmined's dwarf blood. Her right elbow is dripping Kivish Hornmined's dwarf blood. Her left shoulder is dripping Kivish Hornmined's dwarf blood. Her right shoulder is dripping Kivish Hornmined's dwarf blood. Her left eyelid is oozing Kivish Hornmined's dwarf blood. Her right eyelid is oozing Kivish Hornmined's dwarf blood. Her pancreas is dripping Kivish Hornmined's dwarf blood. Her stomach is dripping Kivish Hornmined's dwarf blood. Her left true ribs are dripping Kivish Hornmined's dwarf blood. Her right true ribs are dripping Kivish Hornmined's dwarf blood. Her left false ribs are dripping Kivish Hornmined's dwarf blood. Her right false ribs are dripping Kivish Hornmined's dwarf blood. Her nose is oozing Kivish Hornmined's dwarf blood. Her left ear is oozing Kivish Hornmined's dwarf blood. Her right ear is oozing Kivish Hornmined's dwarf blood. Her left eye is dripping Kivish Hornmined's dwarf blood. Her right eye is dripping Kivish Hornmined's dwarf blood. Her left foot is dripping Kivish Hornmined's dwarf blood. Her right foot is dripping Kivish Hornmined's dwarf blood. Her left lower leg is dripping Kivish Hornmined's dwarf blood. Her right lower leg is dripping Kivish Hornmined's dwarf blood. Her left upper leg is dripping Kivish Hornmined's dwarf blood. Her right upper leg is dripping Kivish Hornmined's dwarf blood. Her left hand is dripping Kivish Hornmined's dwarf blood. Her right hand is dripping Kivish Hornmined's dwarf blood. Her left floating ribs are dripping Kivish Hornmined's dwarf blood. Her right floating ribs are dripping Kivish Hornmined's dwarf blood. Her left ankle is dripping Kivish Hornmined's dwarf blood. Her right ankle is dripping Kivish Hornmined's dwarf blood.

After resuming the normal activity in the fortress, I noticed that a dwarf is carrying somebody familiar to the hospital. As Oiledring, the axedwarf from the previous update. He survived two months in the caverns, unconscious, rotting and starving, only to ultimately starve in the hospital just when I finally got somebody to fetch him some food. Maybe that's better? He lost his eyesight, was rotting, and a large chunk of his body had been melted away previously.

After these events, six soldiers were all that was left of my military. Fortunately, migrants with military skills started to arrive, and a macedwarf and an axedwarf were drafted. Still, that's eight. Barely enough to defend the surface. For this reason Wirejade is turning towards automated defence. I'm launching a research project with the aim of developing simple, effective, easily replicable and adaptable weapons using impulse ramps. The testing range is being prepared in the northern part of the fortress aboveground, and I hope to post the results soon, here or in a separate thread. Hmm, maybe some more artifact-based spear traps? I need to look around for good locations.

Occasionally, dwarves still bleed out and fall dead. Inspection of the clothing doesn't reveal any forgotten beast extract coatings on the clothes or the body. Majority of those incidents has taken place in the main dining room, an area far away from any possible dust residue. I commissioned 90 pairs of leather shoes, hoping to prevent further deaths, if stepping in it is the cause.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **TheDarkStar** on **May 16, 2013, 10:34:12 pm**

That's a lot of blood for one dwarf... :D

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **May 17, 2013, 03:44:33 am**

"Hell is empty, and all the devils are here!" - Ferdinand, The Tempest

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Deus Asmoth** on **May 17, 2013, 07:31:00 am**

This is amazing. My first fort was killed by an elven ambush.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Julien Brightside** on **May 18, 2013, 09:11:33 am**

That was a lot of blood.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Porpoisepower** on **May 20, 2013, 04:31:22 pm**

That FB better look out for blood borne pathogens!

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 20, 2013, 06:47:13 pm**

Quote from: TheDarkStar on May 16, 2013, 10:34:12 pm

That's a lot of blood for one dwarf... :D

Quote from: Julien Brightside on May 18, 2013, 09:11:33 am

That was a lot of blood.

It looked like a dwarf's entire supply of blood was ejected out of his/her body within about 2 seconds. I wish an excessive amount of blood on one tile could spread to the neighbouring ones, creating multi-tile pools. The first level of caverns would probably end up looking like some horrific slaughterhouse. Then again, it kinda was one...

Quote from: Loud Whispers on May 17, 2013, 03:44:33 am

"Hell is empty, and all the devils are here!" - Ferdinand, The Tempest

Give me some time and I'll put dwarves there. Considering the sheer amount of stuff still scattered around that has yet to be hauled into the proper place, it may take a while.

Two more FBs. The first one, Tofi (I-don't-remember-what with deadly blood) was unlucky enough to spawn near a place all soldiers happened to be in. They were already waiting in place when it finally left the edge of the map. Then some war cheetahs chased it for a while, marksdwarves shot it, crippling its legs and slowing it down, and an axedwarf bisected it so hard its lower body (mass - over 5000) flew away 3 tiles. Another one, Litheme Ashendepth, a one-eyed alligator, kept swimming in an underground lake for quite a long time, painting it with its noxious secretions before leaving it and approaching the entry point to the caverns. Of course, the soldiers were already waiting for it. Two of the three migrants drafted so far already have an FB kill to their names.

Random deaths from bleeding out have stopped, for dwarves at least. It still sometimes happens to animals, but that's not a major concern. The butchering industry slowed down so much the donkey population went out of control and is beginning to starve.

I have a spiral minecart route going through multiple z-levels. If I create two routes: one taking things from the top to the bottom, and another going in the opposite direction, and set the minecarts on both to "guide", will it result in traffic accidents every time they meet or will it be safe? I need to know this before I convert one of the routes which used to deliver ore to the magma forges into one taking furniture in the opposite direction.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 24, 2013, 01:03:42 pm**

Another Forgotten Beast, Tozör, a huge, scaly, winged snail has just been defeated after over three weeks of almost constant fighting. The game must hate me, because it threw the last thing that was missing until now at me.

A web-spinner. Just below the hyperlethal dust FBs when it comes to danger level.

At first I wanted to evacuate the underground entirely, but when I saw Tozör flying through a well and bypassing my defences I sent the soldiers down to give the escaping civilians some time. They ended up stuck in an ever-increasing mass of webs a z-level above the forges, unable to attack, unable to escape, with the beast just below, occasionally breaking their legs.

Spoiler (click to show/hide)

Finally a hammerdwarf got through and actually fought it for some time, until Tozör started using him as a ball, kicking him all around the forges. In a desperate attempt to break the stalemate, I sent some civilians with crossbows as a relief force. Making the beast bleed out took them about two weeks of hectic battle. It ended with about 12 dead dwarves, including two soldiers, most of the military heavily injured, and a huge amount of dead war animals, which had kept suicidally throwing themselves at the beast.

In other news, the research into impulse ramps has yielded nothing useful so far, the furniture delivery system is under construction, and in general, things are slowly progressing.

```
The Forgotten Beast Stasno has come!  A towering
feathered eight-legged kangaroo.  It undulates
rhythmically.  Its eyes glow azure.  Its raw
umber feathers are long and broad.  Beware its
poisonous vapors!

Press Enter to close window.
```

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **May 24, 2013, 01:52:27 pm**

Quote from: Hetairos on May 20, 2013, 06:47:13 pm

Give me some time and I'll put dwarves there. Considering the sheer amount of stuff still scattered around that has yet to be hauled into the proper place, it may take a while.

I like how you think. There's method to the magma, as they say.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Swonnrr** on **May 24, 2013, 09:13:55 pm**

Thanks for making me discover an awesome song, an awesome story, and rediscover an awesome game that i though i extracted everything. You gave me the courage to continue my current fortress despite the routine. I'm building an army, then i'm launching a full-scale invasion on Hell.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **ObeseHelmet** on **May 24, 2013, 10:31:34 pm**

1. Amazing thread so far. Masterpieces like this are rare.
2. Posting to watch.
3. Your first fortress?! Holy shit... Hetairos, you are a DF badass already, just saying.

Wow.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Cobbler89** on **May 27, 2013, 10:47:01 am**

Stasno sounds like a good candidate for the Forgotten Beast Art Contest.

(Yes, I do go around reading random threads and telling people to send the FBs mentioned in them off to be drawn. The thread's here (<http://www.bay12forums.com/smf/index.php?topic=124312.0>), by the way.)

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **May 30, 2013, 12:17:36 pm**

Quote from: Mr S on May 24, 2013, 01:11:40 pm

I hope you've gotten your answer on guided minecarts by now. If not, guided minecarts use a dorf to drive them, and are not (normally) subject to collisions, either to other minecarts, objects or dorfs and pets.

Ultimately, I constructed a testing track with two minecarts guided in the opposing directions across two z-levels. No collisions were observed. I actually have an over 100 z-levels high spiral track with four routes delivering ore and other raw materials to the forges, all set to "guide". However, sometimes the empty minecarts would start rolling back down for no discernible reason while being guided upwards, injuring or killing anyone below. I even dug out some space to provide a way for the cart to derail into when it acquires too much speed.

Quote from: ObeseHelmet on May 24, 2013, 10:31:34 pm

1. Amazing thread so far. Masterpieces like this are rare.
2. Posting to watch.
3. Your first fortress?! Holy shit... Hetairos, you are a DF badass already, just saying.

Wow.

Quote from: Swonnrr on May 24, 2013, 09:13:55 pm

Thanks for making me discover an awesome song, an awesome story, and rediscover an awesome game that i though i extracted everything. You gave me the courage to continue my current fortress despite the routine. I'm building an army, then i'm launching a full-scale invasion on Hell.

blushes fiercely

hides under the desk

Quote from: Cobbler89 on May 27, 2013, 10:47:01 am

Stasno sounds like a good candidate for the Forgotten Beast Art Contest.

CognitiveDissonance suggested the same thing about Radavi... I guess I could get to it at last.

Tozör may have died, but the troubles weren't over yet. Almost all melee warriors were heavily wounded, with multiple broken bones. I designated a few more dwarves as medical staff (all labours except healthcare turned off). Since some of the wounded were on the edge of dehydration or starvation, I even ordered a dwarf to do nothing but bring the patients food and water. The medics did an excellent job - only one dwarf was lost to infection, all others were fully healed and are already out of the hospital. It looks like there were no compound fractures or anything equally serious.

It didn't go absolutely flawlessly - one hammerdwarf, Nish Courageworks, the unlucky one tossed around by the FB in the previous update was left alone, starved and thirsty with ten broken bones, not generating a "Recover Wounded" job for anyone. I almost gave up on saving him, but in the DFHack thread I found a script intended to fix exactly that problem (great thanks, drayath!); he's doing his duty like any other warrior now, but with a lot of thread sewn into his body. One soldier was released from the hospital still unable to grasp and tried to clean himself. Subsequently, he spent a few weeks trying to pick up soap.

The metal industry is somewhat stifled by the destruction of several forges and a ton of webs blocking the reconstruction. Four looms are set to collecting webs on repeat, and FB silk is being produced. The magma pool was fully flooded, and the miners are busy digging the obsidian out. Even the llamas are beginning to starve. The attempts at breeding giant hornbills were met with failure.

Two new useful artifacts were created: Cloudodor, a gazelle bone shield and Findblunts, an adamantine throne. I put Findblunts in the late queen's throne room, and moved her old artifact orthoclase throne to the mayor's office. I was wondering whether to give the queen's quarters to the mayor, who is the highest ranking dwarf in the fortress now. Maybe I'd do it if she were doing her job as the chief medical dwarf. While the recently assigned peasants were busy setting bones and dressing wounds, she was drinking, eating, sleeping, or taking a break.

Some new FBs arrived. Osod the Shaft of Shadow, a mud blob with deadly spittle, fortunately decided to pound on an artifact door instead of harassing the dwarves, and was the first victim of my military after the soldiers left the hospital. There's also Rulac, an amber humanoid with a trunk and poisonous vapours, isolated in the second caverns, and a porcelain web spinner in Hell, the second FB to appear there, after Tharumi, a huge, scaly ribbon worm. They haven't got into any fights with the demons yet.

Minecarts! The furniture route successfully delivered the first shipment where I wanted it to, and I'm figuring out the impulse ramps. Finally some useful results! See below.

Experiment Log:

- It has been established that:
- impulse ramps require a wall next to them on the side pointing away from the direction of the track; for example, launching a minecart to the north requires NW ramps with a wall on the W side. Otherwise, the ramps function identically to a normal NS track.
 - pushing a minecart onto a single impulse ramp launches it about four (4) times farther than pushing it onto normal track.
 - weight of a minecart does not appear to have an influence on velocity or range.

Experiment #01:
Procedure: A nickel minecart filled with orthoclase blocks was pushed northwards onto a track consisting of one (1) section of NS track and one (1) section of NW upward track, followed by a fortification tile. In addition, a wall was constructed to the west of the upward track.

Results: The minecart stopped in front of the fortification.

Notes: *It looks like we need more power.*

Experiment #02:
Procedure: A nickel minecart filled with orthoclase blocks was pushed northwards onto a track consisting of one (1) section of NS track and ten (10) sections of NW upward track, followed by a fortification tile. A giant sloth bear was positioned ten (10) tiles away from the fortification tile as a test subject to check the lethality of the construction.
Results: The minecart was lodged into the fortification, and its contents were mostly spilled on the same tile. The contents of the bins filled with blocks were spilled as well, leaving them empty. Furthermore, a few block were scattered away from the fortification. The subject remained unharmed.
Notes: *This looks promising. It needs some more alterations, but at least I know grapeshotting should be possible with such a simple construct.*

Experiment #03:
Procedure: A nickel minecart filled with orthoclase blocks was pushed northwards onto a track consisting of one (1) section of NS track, ten (10) sections of NW upward track, and eight (8) sections of NS track, followed by a fortification tile. A giant sloth bear was positioned directly behind the fortification.
Results: The minecart ejected its contents across two (2) z-levels, scattering them in a conical shape. The subject remained unharmed.
Notes: *That's it! Though I should watch the next test carefully. Why didn't the blocks hit anything except trees?*

Schedule:
Phase 1a: Minecart Launching - Completed
Phase 1b: Lethality Testing (1) - Completed
Phase 2a: Grapeshotting - Completed
Phase 2b: Lethality Testing (2) - In Progress
Phase 3: Experimental Design - Pending
Phase 4: Basic Automatisatation - Pending
Phase 5: Implementation - Pending

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **zubb2** on **May 31, 2013, 02:18:04 pm**

This was pretty darn impressive.

My first try I didn't know about z levels. (this was after they were invented)

Show that hell why they buryd themselves in the first place, to get away from dorfs.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Foamybeard** on **June 01, 2013, 11:51:12 pm**

I haven't posted in this thread in a while, but reading what you've been doing has inspired me to continue my current fort.

Just because I haven't gotten a siege in six years doesn't mean I won't get a bunch of FBs, and I want to see if I can handle them like you did.

Hetairos is a God, my friends.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **A Random Passerby** on **June 02, 2013, 01:56:18 am**

Wow. I must say, this whole thread has been pretty amazing. Now, for grapeshotting with minecarts. Is it possible to launch something sharp, such as axe blades, and have them do slashing damage? I believe I read that somewhere before.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Kofthefens** on **June 02, 2013, 03:13:35 pm**

Certainly worked with serrated disks.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **June 07, 2013, 12:16:16 pm**

Quote from: A Random Passerby on June 02, 2013, 01:56:18 am
Wow. I must say, this whole thread has been pretty amazing. Now, for grapeshotting with minecarts. Is it possible to launch something sharp, such as axe blades, and have them do slashing damage? I believe I read that somewhere before.

Quote from: Kofthefens on June 02, 2013, 03:13:35 pm
Certainly worked with serrated disks.

And large serrated discs are exactly what I'm going to try next, especially that they're the symbol of the local government, The Jade Artifact. The only problem is that fully loading a single minecart with them takes 500 discs. Even if I use only a 25% load, that's 125. The furnaces are going to be busy. I'll throw in some glass discs to speed things up. Finally a use for all those sand bags I've been buying!

The smithies are extremely loaded with work, and not only because of the discs. The current orders are:

- 2*80 steel spears, for the artifact-based upright spear traps
- plenty of sarcophagi
- 30 electrum grates for the museum
- the discs, of course
- maybe some furniture
- making bolts out of the bronze and bismuth bronze I acquired from the caravans
- processing the newly dug out adamantine into arms and armour
- and whatever else comes up.

Fortunately, almost every immigration wave brings me at least one dwarf skilled in smithing. A masterwork large serrated steel disc is worth over 45000 ☼, so the wealth of the fortress is increasing quite rapidly, and is currently approaching 34 million.

Watching *The Hobbit* left me with an intense desire to breed giant eagles. What did the next elven caravan bring? A female one! I already have a male, in fact, I don't even remember when did I get it, it's been here for as long as I remember. I vaguely recall it happened fairly early in the history of the fortress. Three eggs are already in the nest, and I added the [CHILD:1] token to giant eagles and hornbills, since I had heard the giant birds don't have it and need it for their eggs to hatch. Which should happen in autumn, if they will hatch at all.

I put out the fire on two burning artifacts by using DFHack to spawn 7/7 water on the top of them. Why didn't I think about it before? I wanted to wall them off, somebody suggested a cave-in. One was a bone door. I installed it in the entrance to a well near the forges - the same one Tozör flew in through. In case anything tries that again, the well will double as a containment chamber. Another remains on fire, and is already built; spawning water on it and attempting removal don't seem to work. Speaking of artifacts, I got a third bone shield, called Trumpetumbral, whatever that means. And a fabulous purple tanzanite hatch cover, now protecting the forges from threats from above and the rest of the fort from what manages to get into the forges.

About FBs... it turned out that Rulac wasn't as well isolated as I thought. There was a hole near the floodgate letting in the water for obsidian production. It's vapours only caused numbness, blistering and fever, nevertheless it was far tougher than I expected an amber beast to be. After all, I have a corpse of a malachite one stored somewhere, and it was defeated in close combat, maybe even before I started steel production, so how hard can this one be to beat?

```
Rulac, Forgotten Beast
"Rulac"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done f: Follow
```

It took quite a lot of time, a few soldiers, a small herd of animals and a lot of chopping limbs off.

I have 14 soldiers now. Still not much, but at least they get to choose from a wide range of masterfully crafted steel and adamantine arms and armour. One migrant wave gave me three soldiers out of 6 or 7 dwarves. Two of them - Zas Buckshoots and Eshtan Dyelong - were married. Both lived for risk and excitement, but Eshtan was extremely friendly, gregarious, active, energetic, optimistic, adventurous and doing the first thing that comes to mind, her husband was more composed and organised. Within months from arrival in the fortress, they were both slain by two different Forgotten Beasts. If dwarves write tragedies about love, I guess that's how the basic outline of a plot looks like.

The third soldier is still alive, and bears the awesome name of Ber Hammerbearded. He's talented at armour use, dodging, observing and wrestling, so despite the lack of a weapon skill I expect a nice career in front of him.

There is a fire-breathing pterosaur in the third caverns. Why do I get so many dinosauroid FBs? I'm wondering if I should send in the soldiers, but I'm afraid it will end with someone melting. Though I had a fire-breather killed once with a single blow, before it noticed, let alone burned anything.

I'm building a sacrificial platform of some sort... just some stone floors 2 z-levels above a tile of water still contaminated with Radavi's dust, next to it's skeleton. I'm going to occasionally throw random animals down there. I have way too many of them anyway.

Experiment #04:

Procedure: An empty nickel minecart was pushed northwards onto a track consisting of one (1) section of NS track and a single-tile bridge, followed by a wall tile. On the z-level below, a track consisting of one (1) section of NS track and ten (10) sections of NW upward track was situated. The bridge tile was above the first upward track ramp. A lever was linked to the bridge.

Results: After the lever was pulled, the minecart was dropped onto the ramp and accelerated successfully.

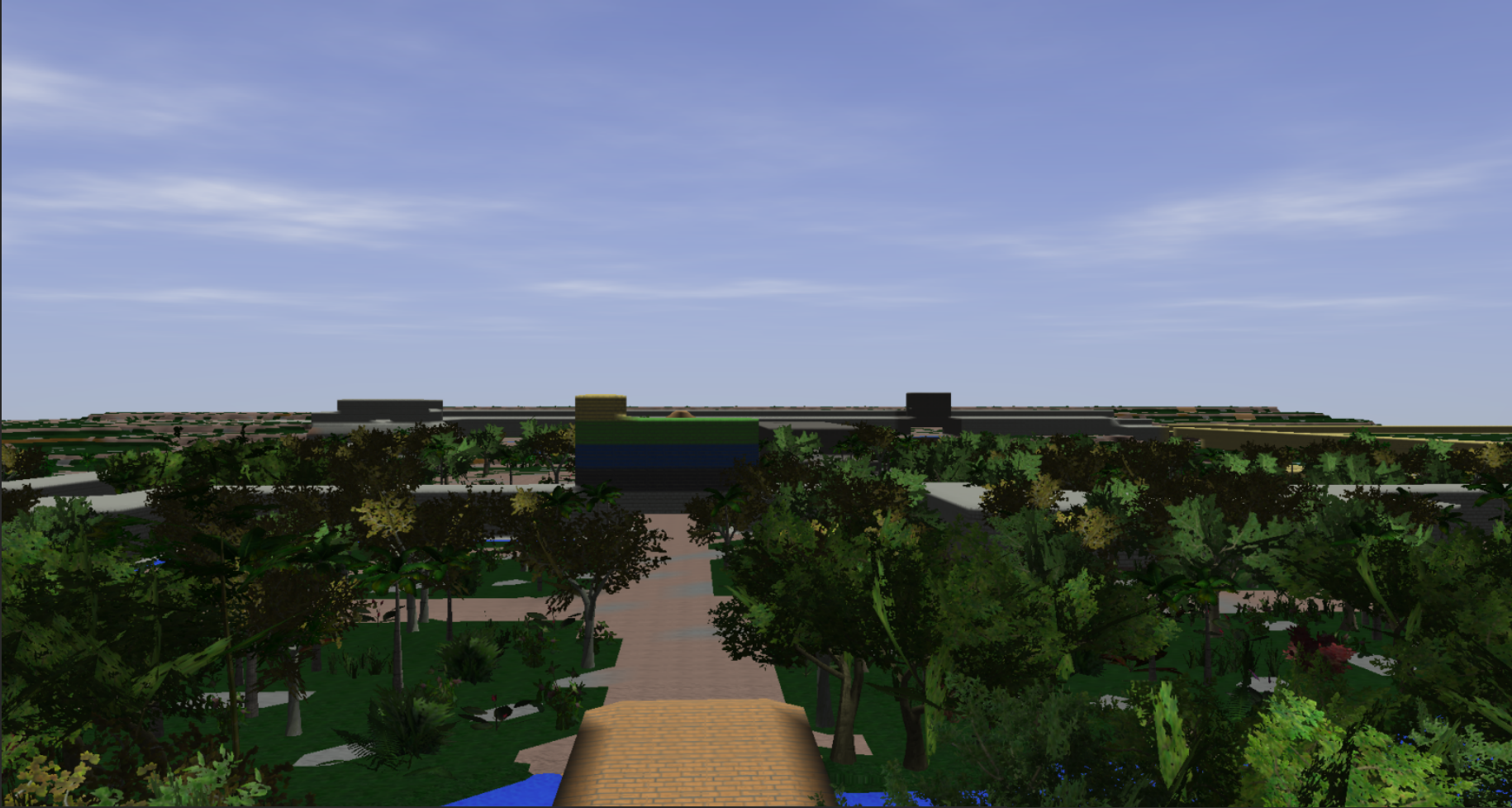
Notes: *So 3-4 tiles above the impulse ramps are all I need for a basic remotely activated cannon. I could already start putting one in place somewhere underground - there is a suitable spot near the forges - but I want to test grapeshotting through one tile wide corridors, to see what would be more effective. Maybe multiple minecarts on one track could be used? It would probably require a wall around the bridge to prevent scattering them, and might not work at all. Only testing will show, though that's not a priority at the moment.*

Updated and revised schedule:

- Phase 1a: Minecart Launching - Completed
- Phase 1b: Lethality Testing (1) - Completed
- Phase 2a: Grapeshotting - Completed
- Phase 2b: Lethality Testing (2) - In Progress
- Phase 3: Basic Automatisatation - In Progress
- Phase 4: Experimental Design - Pending
- Phase 5: Implementation - Pending

Oh, I almost forgot I have a surprise! I got Fortress Overseer to work. It's a bit glitchy, doesn't render stairs and any buildings, including roads and furniture, but works. Just remember that the roads should be covered with electrum (Why is it orange? It's an alloy of gold and silver).

Spoiler: View from the east, the Rainbow or Riverside Gate in the foreground (click to show/hide)



Spoiler: The entrance, and the electrum arches above (under construction); the barracks on the right (click to show/hide)



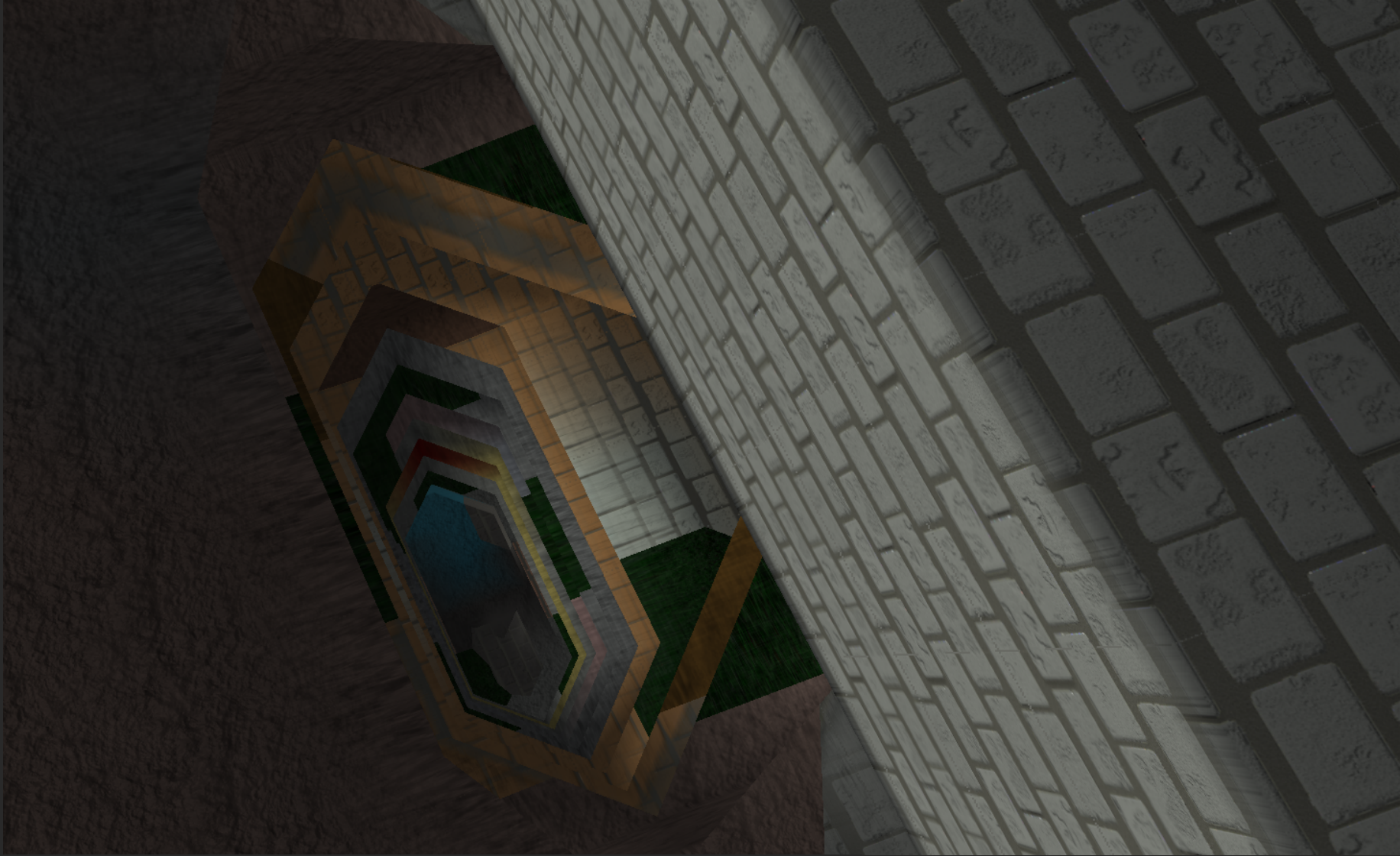
Spoiler: The tower, with the entrance arches, the barracks, and the remains of the aqueduct (now demolished) in the background (click to show/hide)



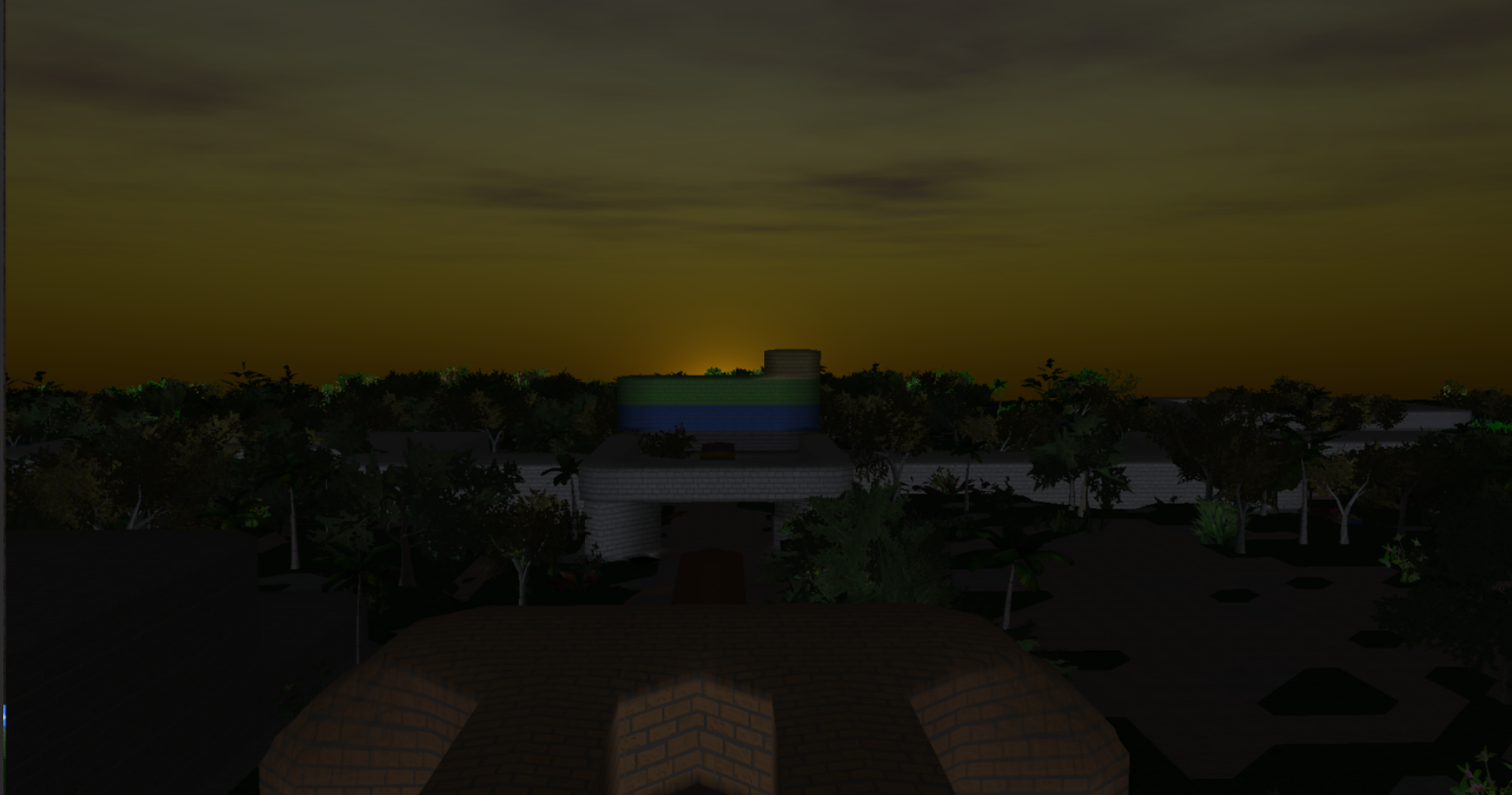
Spoiler: The Western gate and the fortifications (the palms on the right are actually saguaro cacti) (click to show/hide)



Spoiler: I told you about the stairs (click to show/hide)



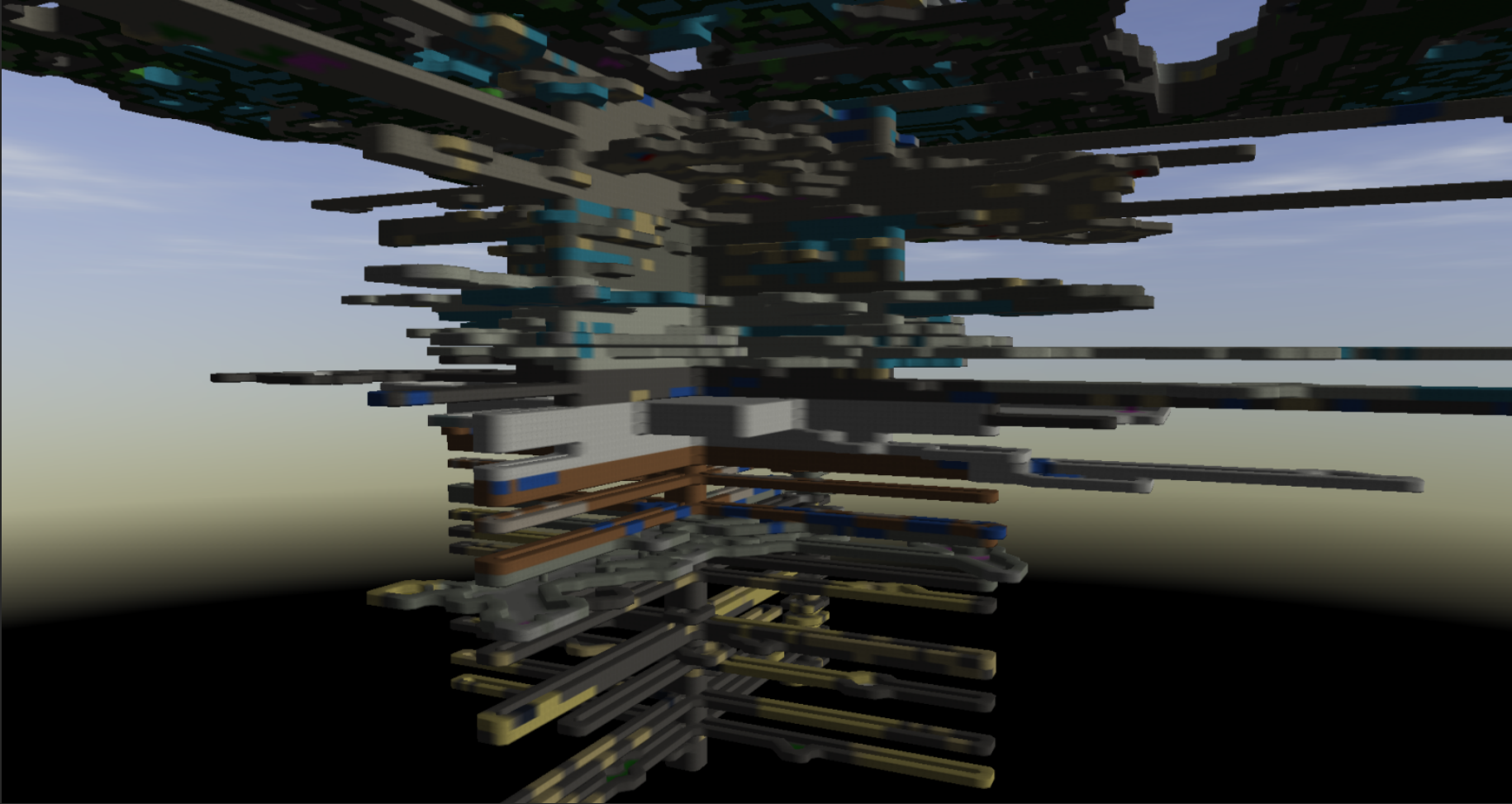
Spoiler: [Sunset over the Riverside Gate, view from the fortress \(yes, the sun sets in the east\)](#) (click to show/hide)



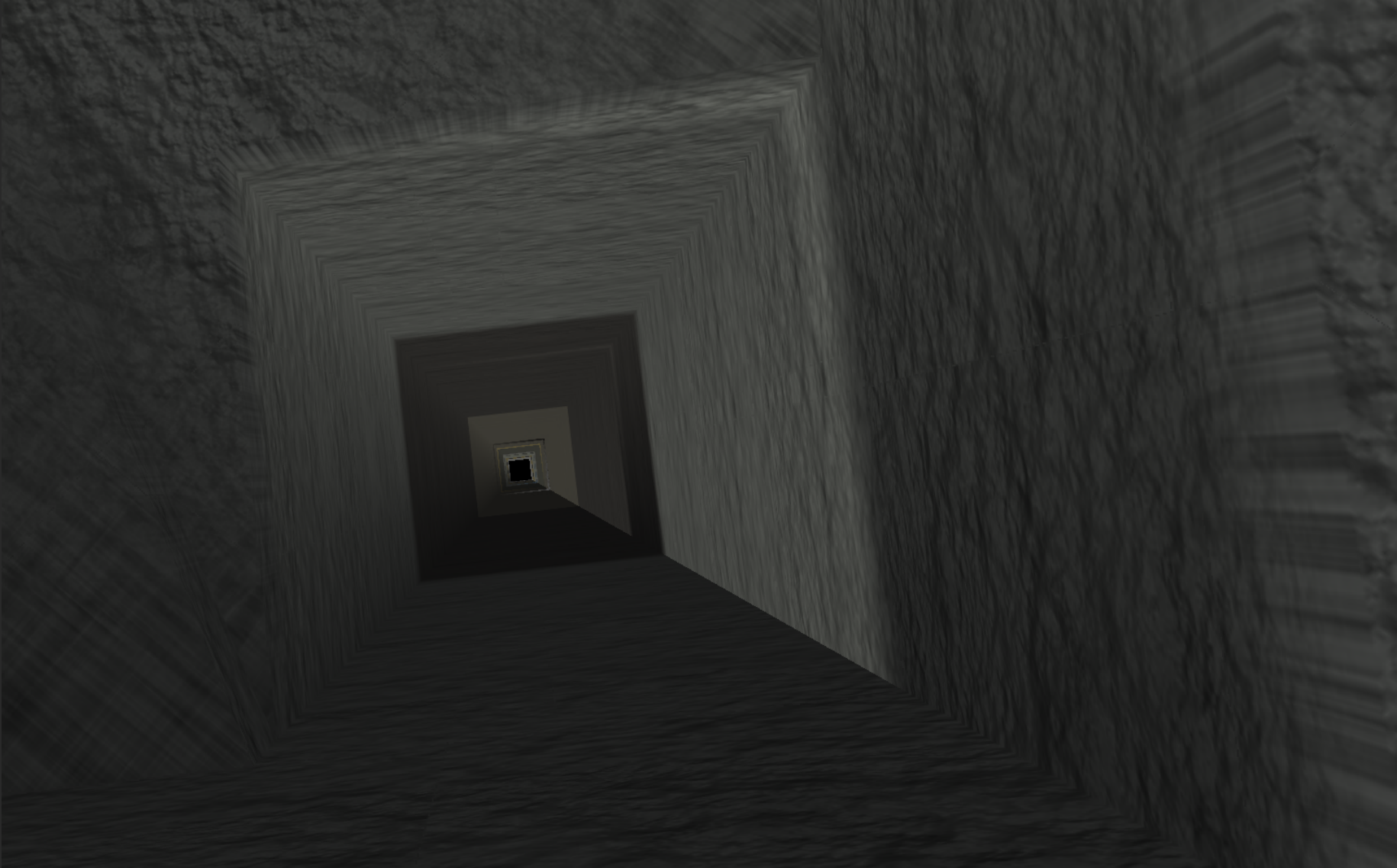
Spoiler: [Night in the fortress](#) (click to show/hide)



Spoiler: [The mines](#) (click to show/hide)



Spoiler: The chute, for dropping old furniture into magma (click to show/hide)



Sigh... why are things bleeding to death again?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **CognitiveDissonance** on **June 07, 2013, 01:41:19 pm**

Quote from: Cobbler89 on May 27, 2013, 10:47:01 am
Stasno sounds like a good candidate for the Forgotten Beast Art Contest.

(Yes, I do go around reading random threads and telling people to send the FBs mentioned in them off to be drawn. The thread's here (<http://www.bay12forums.com/smf/index.php?topic=124312.0>), by the way.)

Don't you worry, I have been keeping this thread as one of the priority options for when somebody fails to present us with a new Forgotten Beast :D I love the stories here

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Matoro** on **June 07, 2013, 01:43:14 pm**

And all this epicness started just because of game generated little more dangerous FB than normally. Hell, I love this game.

Quote
kicked through the fortifications

... so you can throw creatures through fortifications? We have to weaponize this.

Quote
I told you about the stairs

I see what you did there...

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **DireWolf64** on **June 08, 2013, 09:59:02 am**

I feel like the name of this thread should be changed to whatever the name of this fortress is, because it isn't so much about random FB's anymore, It's more about crazy stories and adventures in this fort, I'm loving it! Oh and: Greetings from Iceland!

I really want a Stasno picture.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **June 22, 2013, 04:55:19 pm**

Quote from: Matoro on June 07, 2013, 01:43:14 pm

And all this epicness started just because of game generated little more dangerous FB than normally. Hell, I love this game.

Quote

kicked through the fortifications

... so you can throw creatures through fortifications? We have to weaponize this.

Quote

I told you about the stairs

I see what you did there...

It's a funny thing. Beforehand, I thought I don't have anything to do other than ending the fort somehow so it doesn't suffer an FPS death. Now, I'm developing new projects at a higher rate than the fort's dwarfpower can reasonably allow.

I believe that kicking through fortifications was discovered before by Loud Whispers in Silentthunders. Though in that case it was a creature flying over them after being shot with a crossbow bolt. It works the same way, I think.

Quote from: DireWolf64 on June 08, 2013, 09:59:02 am

I feel like the name of this thread should be changed to whatever the name of this fortress is, because it isn't so much about random FB's anymore, It's more about crazy stories and adventures in this fort, I'm loving it! Oh and: Greetings from Iceland!

I was considering a topic name change ever since Radavi was killed, but I've never really had any idea which seemed good enough. And there was always an uninvited guest or two lurking behind a corner. I'm not even sure how would I do it... change the subject of the original post?

Alas, my country isn't dorfy enough to have volcanoes under glaciers and the like. However, it's not lacking in terms of general mess, things that don't ~~make sense~~ appear to have ever been intended to make sense and crazy overseers.

Quote from: GuesssWho on June 20, 2013, 01:13:21 am

I really want a Stasno picture.

All right, I swear I'll make a backup save, look up the Legends Mode and post the FB descriptions in the art contest thread this weekend.

Okay, where did we end? Oh yes, the pterosaur. Sluste, if anybody cares about the name.

With a creak of gears and a clang of chains, the bridge was opened. The soldiers rushed out into the cold darkness of the cavern and headed towards the place where the beast was last seen. Indeed, the rustle of its mighty wings could soon be heard, and some of the more sharp-sighted dwarves swore they saw a flicker of fire in the distance. Without a second thought, the dwarves turned in its direction.

But the beast was more cunning than they expected; exploiting the cramped space of the caverns, the lack of light, and its own ability to fly over the walls it misled the soldiers following it by appearing here and there until the warriors were scattered and isolated... and vulnerable.

Ast Tradetown, a marksdwarf, was searching the underground forest like his comrades. At least he supposed that was what they were doing - he had lost track of the last of them some time ago. Suddenly he was hit by a wave of hot air, combined with the sound of igniting air somewhere disturbingly close. After taking a turn behind an orthoclase pillar, he was confronted by a horrifying scene.

The beast was there, sitting upon a spore tree, which was bent under its weight. Below lied a charred corpse vaguely identifiable as a dingo. The nearby walls were blackened by fire. But Ast didn't have much time to assess the surroundings, since dodging the fireballs flying in his direction quite obviously had a higher priority. He yelled for his companions, but could anyone hear him?

Ast wasn't going to take his chances. He raised his crossbow and pressed the trigger. The bolt impaled a joint in Sluste's right wing, and while it seemed it only made the beast more angry, it did force it to stop wildly thrashing around in the air, allowing the marksdwarf to aim with greater ease. He was running on instinct alone, deeply etched into his mind after years of practice.

Take a bolt out of the quiver. Slide it into the crossbow. Aim. Pull the trigger. There is no beast, there is only a target you have to destroy. The second missile pierced Sluste's throat, and the monster let out a garbled roar. Blood and smoke escaped its mouth.

Ast paid it no attention. Soon another bolt flew through the air and buried itself deep in the beast's chest. The blood gouting out of its wounds was beginning to form a growing pool beneath it, and its attempts of attack were noticeably becoming weaker and weaker. If both its throat and heart were opened, it was a matter of time until it succumbed to blood loss, but if the heart was intact, it might still have a slight chance of escaping and hiding in some inaccessible corner of the cavern to recover.

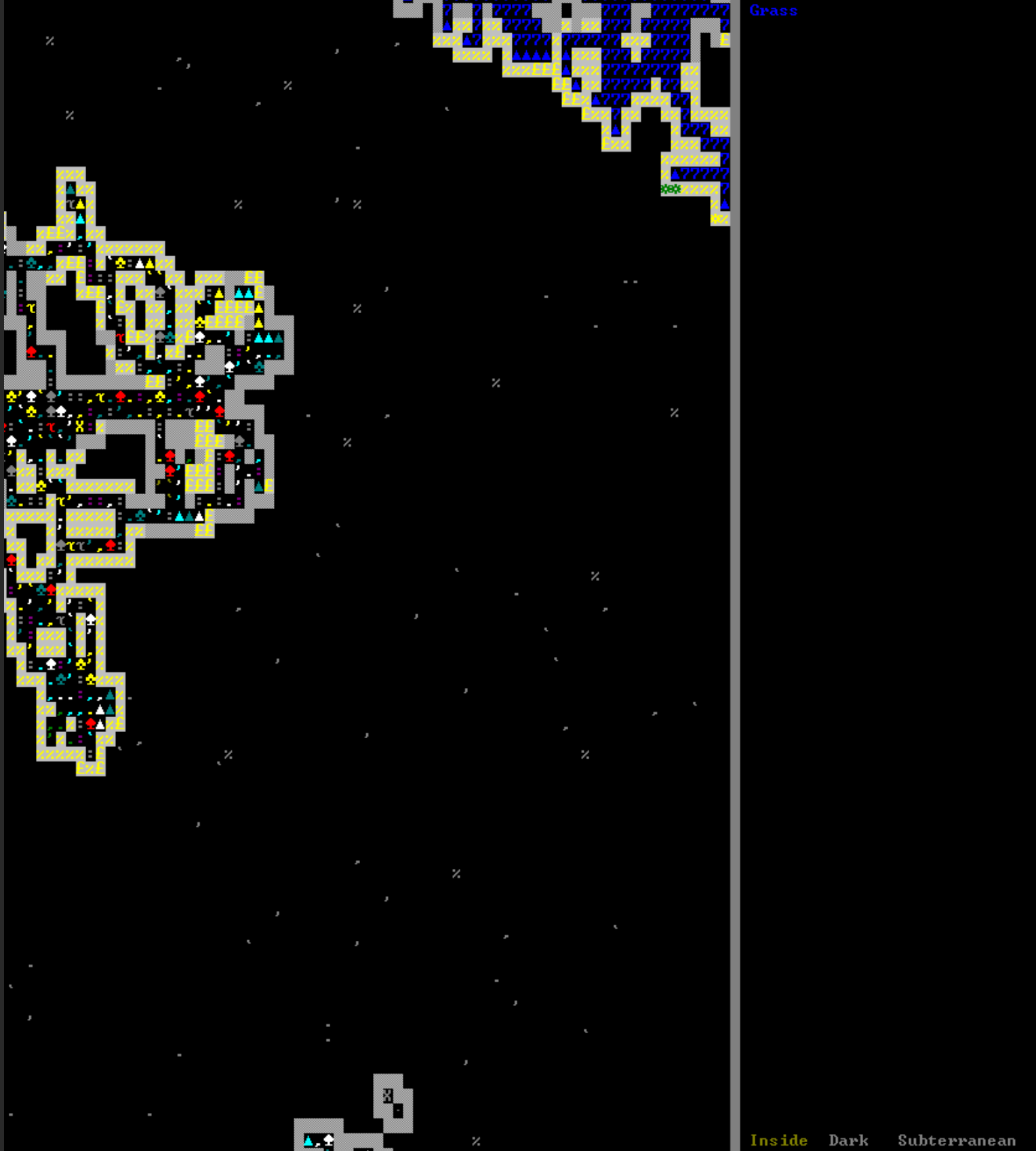
Ast tried to take a deep breath, but intense cough stopped it halfway through. Only then did he notice the smoke growing thicker and thicker, its acrid stench increasing in intensity. He looked around. The cavern vegetation around him was burning, leaving him no apparent way of retreat. His legs were growing weaker, and his vision blurry. He realised he had no way of making it out of there alive.

He slid another bolt into his crossbow.

I hope my attempt at inserting a little story into the narrative isn't too painful to read. Yes, I had a marksdwarf kill an FB with three well-aimed bolts. For some reason, he died shortly after the FB did, to blood loss, even though I thought he didn't catch on fire. Maybe it was some other FB's goo in an unfortunate location. I floored over the site of the battle with nearby stone just in case.

Just when I was thinking things were getting quiet and normal (well, as normal as DF can be) - a welcome break from neutralising yet another threat to the fortress - I found this.

[Spoiler](#) (click to show/hide)



Over 100 z-levels beneath the surface, in a place never touched by sunlight, grass. Not dallisgrass, not dropseed grass, not dog's tooth grass or whatever else grows here, just a random tile of generic grass. I don't understand how is that possible.

Also, I know that the fireclowns rampaging near the cage traps might have left some of the cages molten, but no, the resulting glob of metal doesn't count as a cage any more. Somebody go clean this up.

```
Cage Trap
+gneiss mechanisms+
lead
```

WEAPONSMITH GOES MOODY

YES YES MAKE ME SOMETHING SEXY OUT OF THIS ADAMA-

Athamzeg, Focustattoo, a adamantine mace

→ **Led Namkol, broker is taken by a fey mood!**

Wait, what?

```
Led Namkol, broker has created Edim Assar, a
adamantine spear!
Press Enter to close window
```

Now that's more li- *third* mood?

Zuntîr Kikrostgusil, Weaponsmith has created
Rumadagseth, a adamantine spear!

Press **Enter** to close window

So when it comes to of weapon artifacts I have two adamantine maces, three bone shields and two adamantine spears. It's getting kind of repetitive. Well, I guess I can't complain about three new legendary weaponsmiths and two extremely powerful polearms. Their names translate respectively to "The Ray of Circumstance" and "Dullaching". I assigned them to the ~~two best spear~~dwarves only dwarves in the fortress who had any kind of experience with using spears.

Both saw combat rather quickly. The Ray of Circumstance was used against an ash humanoid, Zebu, but the killing blow was struck by Ber Hammerbearded with the pommel of the same ✧adamantine short sword✧ with which Sakzul Riddlegirder the Clean Call slew 6 Forgotten Beasts, and which was forged by the duke Kogsak Eyeringed himself. In the fight against Sanene, a red tarantula with a poisonous bite (do all spider FBs have poisonous bite?) it proved that a dwarf wielding it turns into walking, pointy death. Dullaching was apparently used to kill a magma crab, but I have no recollection of such an event.

Sanene also helped test the new safety measures in the first caverns. The road to the staircase leading to the forges is being walled off, with drawbridges providing access to the rest of the cavern. The staircase also has a retractable bridge on the top, allowing me to shut off the access to anything below with a pull of the lever. Or rather, it would, but the safeguards in the minecart route are still under construction.

That sacrificial platform didn't exactly work as designed. Not enough elevation. The donkey thrown in there simply walked out of the water with only a

few bruises. I tried to make a new one in the contaminated lake and a few more z-levels. As a result, I now have two dingos happily sitting in the middle of the FB goo. They're too far away from the shore to consider climbing out of there.

I received enough migrants with military experience (including a talented hammerdwarf, who also happens to be a high master wound dresser and diagnostician) to reestablish the fourth squad. The Inky Entries, formerly containing civilians for the purpose of equipping them with shields and crossbows, were redesignated as a regular military squad. The military has now 22 members. Estrur, another dinosauroid FB, provided me with the perfect opportunity to put it to a test.



Considering the fact that the upper little 2 is its entire lower body, I have to say they did quite well. The only casualty was a dwarf unlucky enough to stand on a drawbridge while it was being closed. He was launched straight into a weapon trap.

I got rid of the demon in the magma chute by putting a huge amount of giant sloth bears, dingos and war dogs into the room used to stockpile furniture to be disposed of, and then deconstructing the wall separating it from the chute. The demon only killed or injured one or two animals before being ripped to shreds by the rest of them. The dwarves were quick to clean up the remains, but the demon's snow melted in their hands and they ended up carrying globs of water.

The minecart with the large serrated discs was finally filled and launched. Since a picture supposedly says more than a thousand words, here's one instead of an experiment log. Eleven victims, mostly due to severed limbs.



The artifact/upright spear trap saved me from a clear glass web-spinning FB. It would've probably slaughtered my military with ease. Even though the spears kept glancing off, they eventually broke it in half. Its total mass was circa 25000. It's a real pity the inorganic FBs can't be processed. I had one made of star ruby...

I was going to put some Stonesense screenshots here, but they don't look right. Electrum is an alloy of equal parts gold and silver, shouldn't it be more light-coloured than gold itself instead of that brownish hue? Is anyone aware of any alternate colour schemes for Stonesense? My own search yielded nothing.

Oh, and here's one thing from long ago. I had a tantruming marksdwarf do something that I'd like to nominate for the most absurd combat event at least in the long history of the fort:

The Marksdwarf grabs The Wood Burner by the fourth toe, right foot with his <«-steel shield->»!

And the single most important thing in this update is me finally figuring out how to properly stockpile worn out clothing thanks to a thread here. It's now all going to a special stockpile set to be a refuse pile with no types of actual refuse allowed. It's vanishing at a positively surprising rate. Selling it all to caravans was quite tedious. I used to give out hundreds of thousands ☼ of used garments. Now I have a chance of getting rid of all the totems and crafts that have accumulated over the course of the past few decades.

* * *

I kept putting this update off, since it seemed nothing particularly exciting has been happening. Things have been much more under control lately. It clearly means something terrible is going to happen. It's the only possible explanation.

If anyone has ideas regarding the thread name change, I'm open to suggestions.

out how to run a proper smithing method). After this fort reading, I'm planning to delve deeper with my 8 legendary weapon masters. Goblins got boring when Dumed defeated a vile force of darkness by launching a snatcher into the leader with his hammer.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Krevsin** on **June 23, 2013, 04:09:45 am**

Posting to Watch.

This should be in The Hall of Legends.

Also, have you considered moving this to the DF Community Games & Stories board?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Mr. Palau** on **June 23, 2013, 05:28:11 pm**

If you are weaponizing mine-carts I suggest this DF thread from the paradox OT forums. <http://forum.paradoxplaza.com/forum/showthread.php?390202-Dwarf-Fortress-Main-Thread/page223>

Blue Emu did some real work on a mine-cart death machine. See the downside to loading things into a minecart is that it takes time, and you thus have to reload, whereas if you use a fluid like water (can't use magma cuz it is too dense) the mine-cart is loaded instantly. By using impulse ramps to accelerate the mine cart to its terminal velocity, and thus also the water inside of it, he was able to create a weapon that obliterates pretty much anything you put in front of it. It has a range of more than 60 tiles or so, IIRC. It also reloads incredibly quickly, and with the 5 or so barrels his version had it was capable of sustaining a virtually constant flow of water out of the barrel.

It is quite complicated, and takes a lot of resources and an infinite supply of water, but if you have enough water on hand I would strongly suggest you use it.

Also, great thread. I wish my fort was this much fun.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **June 26, 2013, 05:49:23 am**

Quote from: [sculleywr](#) on June 23, 2013, 01:50:21 am

Watching for awesome.

You did this with your first fort? I've lost count of all my forts, and still haven't managed to muster a real military (mostly because I only just figured out how to run a proper smithing method). After this fort reading, I'm planning to delve deeper with my 8 legendary weapon masters. Goblins got boring when Dumed defeated a vile force of darkness by launching a snatcher into the leader with his hammer.

I remember back when I was starting the fort I was amazed I could keep the dwarves fed. There were some booze shortages, though... And I still run into issues with dwarves not equipping things they should.

Good luck with your invasion. One thing I feel I should add is that clowns almost completely disregard armour. I've seen them chew through masterwork steel with ease, and if the demon is a blob, or anything else capable of only blunt attacks, its tremendous mass can and will smash a dwarf into the opposite side of the hallway with half of his bones broken. Blobs made of flimsy materials like ash murder everyone in close combat, but can be destroyed with 2-3 bolts. And everything is much less powerful if its legs are destroyed, making it fall over.

Quote from: [Krevsin](#) on June 23, 2013, 04:09:45 am

Also, have you considered moving this to the DF Community Games & Stories board?

Actually I did back when I started it, and I guess it could be a good idea, but I can't see a "move topic" option anywhere... could you help me?

Quote from: [Mr. Palau](#) on June 23, 2013, 05:28:11 pm

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It is quite complicated, and takes a lot of resources and an infinite supply of water, but if you have enough water on hand I would strongly suggest you use it.

It's impressive. And powerful. And very, very dwarfy.

However it's huge, complex and requires power. I need to be able to fit my new defences deep underground, and into a fort which was never intended to house anything like that. I also don't understand repeaters. I do have some water I can use, and I might try to design something running on impulse ramps alone, so the only problem would be resupplying water. Since I would only need to fire the cannon occasionally, reloading time isn't a huge issue.

I checked the world in Legends mode to get the long-awaited FB descriptions, and looked around with Legends Viewer. It seems the Legends mode isn't exactly reliable, unless that's because I messed up the past by running the fix/dead-units DFHack command. One thing I noticed was a bronze colossus destroying small clothes and bolts in Wirejade. By melting. Years after its death. And the fortress has never been visited by any bronze colossi.

A recurring topic in the engravings in the fort were a few creatures: the dragon Slakga Jadeglows the Warmth of Gold, two cheetahs - One Trammelappear and Tuco Singleflag, and a leopard called Slibtu Auburnpuzzling. The dragon killed 14 elves from the neighbouring civ, The Water of Youths, and was killed by one of them in 83. One attacked an elf in 33. Tuco and Slibtu haven't done anything besides dying of old age. Why do my dwarves regard this as a memorable event I have no idea. All are depicted settling in the Lavender Hills, the biome in which the fort is situated. I can understand that nothing else has ever happened there, but still...

Anyway, here are the beasts!

FPS: 99 <60> Radavi Lithonaco Apufi Nawara, "Radavi Seizeclout the Jackal of Twilight"

Radavi Seizeclout the Jackal of Twilight was a forgotten beast. It was the only one of its kind. A towering feathered serpent. It has a curling trunk and it has a bloated body. Its auburn feathers are downy. Beware its deadly dust! Radavi was associated with water, nightmares and caverns.

In a time before time, Radavi began wandering the depths of the world.

Radavi's killcount is broken and shows only 22 dwarves, whereas it caused the deaths of many more. The demise of the Captain of the Guard, Sakzul, is for example misattributed to a beast called Emxa. For the record, Radavi was killed by a tick devil called Fatesank the Skulls-Plagues of Dust.

FPS: 100 <56> Stasno, "Stasno"

Stasno was a forgotten beast. It was the only one of its kind. A towering feathered eight-legged kangaroo. It undulates rhythmically. Its eyes glow azure. Its raw umber feathers are long and broad. Beware its poisonous vapors! Stasno was associated with water, jealousy and caverns.

In a time before time, Stasno began wandering the depths of the world.

In the early summer of 153, Stasno was struck down by the dwarf Kadol Brownspears with a adamantine battle axe in Wirejade.

One Kill

One dog <♀> in Wirejade

If anyone wants to use them in the art contest thread, feel free to do it.

I regret to inform everyone there most likely will be no updates at least until mid-July, since I'll be abroad, and far away from DF. Just so you know the thread isn't dead. Huge thanks to everyone who posted here.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hommit** on **June 27, 2013, 09:56:36 am**

Quote

And the single most important thing in this update is me finally figuring out how to properly stockpile worn out clothing thanks to a thread here. It's now all going to a special stockpile set to be a refuse pile with no types of actual refuse allowed. It's vanishing at a positively surprising rate. Selling it all to caravans was quite tedious, I used to give out hundreds of thousands ☼ of used garments. Now I have a chance of getting rid of all the totems and crafts that have accumulated over the course of the past few decades.

Hmm, somehow i can't make this to work. refuse pile, i tried all disabled, enabled clothing type, enabled goods/armor with or without quality types - still no-no. why? :-[:-\

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Deepblade** on **June 27, 2013, 10:15:47 am**

Do you still have some refuse enabled?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **June 27, 2013, 11:04:25 am**

Quote from: Hetairos on June 22, 2013, 04:55:19 pm

I believe that Kicking through fortifications was discovered before by Loud Whispers in Silentthunders. Though in that case it was a creature flying over them after being shot with a crossbow bolt. It works the same way, I think.

Landborne crundle that got shot through a pillar of fortifications with many bolts. Probably wasn't the first case of it, but it still was funny as hell.

How many Dwarves are still alive there? It seems that in every update Dwarves have been casually bursting into flames. Can't be good for the health I imagine.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hommit** on **June 27, 2013, 12:10:48 pm**

Quote from: Deepblade on June 27, 2013, 10:15:47 am

Do you still have some refuse enabled?

tried both
they move there nothing or some corpses from siege

also from wiki:
Quote

Also note that if you allow bins to be used on your refuse pile, damaged clothing will be stored in it, allowing for more efficient use of your pile.

not! working. wtf?

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **June 27, 2013, 06:42:54 pm**

Quote from: Loud Whispers on June 27, 2013, 11:04:25 am

How many Dwarves are still alive there? It seems that in every update Dwarves have been casually bursting into flames. Can't be good for the health I imagine.

As of 9th Granite, 158 there are 241 living dwarves in the fort. The population fell below 200 at its lowest point, and has been steadily rebuilding ever since. However, much time will pass before it reaches pre-Radavi levels.

Quote from: Hommit on June 27, 2013, 09:56:36 am

Quote

And the single most important thing in this update is me finally figuring out how to properly stockpile worn out clothing thanks to a thread here. It's now all going to a special stockpile set to be a refuse pile with no types of actual refuse allowed. It's vanishing at a positively surprising rate. Selling it all to caravans was quite tedious. I used to give out hundreds of thousands ☼ of used garments. Now I have a chance of getting rid of all the totems and crafts that have accumulated over the course of the past few decades.

Hmm, somehow i can't make this to work. refuse pile, i tried all disabled, enabled clothing type, enabled goods/armor with or without quality types - still no-no. why? :-[:-\

Because it's tricky as hell. You have to:

- enable armor, footwear, headwear, handwear and legwear under **Finished Goods**. Disable metal or dwarves may try hauling pieces of armour there.
- enable all non-armour clothing items under **Armor**. I'm not sure how does the Usable/Unusable setting work - leave both options on.
- enable **Refuse**, but *forbid all kinds of it*.

The fortress which once couldn't even bring all its worn out clothes to the trade depot now can barely see a pair of used pants in the hallway. I can provide screenshots of the stockpile settings in case my instructions aren't clear enough.

Between this post and the last one, at least 4 new FBs arrived. One spews deadly dust and forced me to lock away the entire third cavern level.

First giant eagle chicks hatched some time ago and the first batch has recently reached adulthood.

After a lot of number-crunching with pencil and paper (yes, I actually sketch out the bigger/more complex projects before I try to implement them) I have a rudimentary design of a powerless semi-automatic water-based railcannon, and possibly even a powered full-auto version. Provided everything works the way I think it does, of course. If the answer is "yes", it might even work with magma... It seems to good to be true, and it probably is, however only experiments will tell the truth. There is !!science!! to be done!

I renew my request for an explanation of how to change a thread's name and move it. Help a forum noob!

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hommit** on **June 29, 2013, 09:42:33 am**

Quote

- enable armor, footwear, headwear, handwear and legwear under Finished Goods. Disable metal or dwarves may try hauling pieces of armour there.
- enable all non-armour clothing items under Armor. I'm not sure how does the Usable/Unusable setting work - leave both options on.
- enable Refuse, but forbid all kinds of it.

hmmm...
at first, that didnt work
then i enabled all under armor, but disabled "metal" category. seems to work...

fake-edit: not really, there is still occasional not rotten clothing
maybe, it is required to have another pile to somehow take good items first?

edit2: enabling armor, footwear, etc under refuse does nothing, adding same under goods and armor still brings wrong items

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Loud Whispers** on **June 29, 2013, 11:21:37 am**

Quote from: Hetairos on June 27, 2013, 06:42:54 pm

I renew my request for an explanation of how to change a thread's name and move it. Help a forum noob!

Edit the original post's tittle to change the thread title of the entire thread, bottom left of the thread's page there is the option to move the topic.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Melzer** on **July 03, 2013, 02:30:38 am**

This is pretty interesting. I can't believe it's your first fort.

Quote from: Hommit on June 29, 2013, 09:42:33 am

Quote

- enable armor, footwear, headwear, handwear and legwear under Finished Goods. Disable metal or dwarves may try hauling pieces of armour there.
- enable all non-armour clothing items under Armor. I'm not sure how does the Usable/Unusable setting work - leave both options on.
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hmmm...
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fake-edit: not really, there is still occasional not rotten clothing
maybe, it is required to have another pile to somehow take good items first?

edit2: enabling armor, footwear, etc under refuse does nothing, adding same under goods and armor still brings wrong items

Oh, yeah. I never had any unused undamaged clothing lying around, it was all almost immediately claimed by dwarves, so that issue never was never my concern. Unfortunately, I don't know how to keep the dwarves from bringing good clothes there. At least I think they won't be destroyed or damaged.

Quote from: Loud Whispers on June 29, 2013, 11:21:37 am

Quote from: Hetairos on June 27, 2013, 06:42:54 pm

I renew my request for an explanation of how to change a thread's name and move it. Help a forum noob!

Edit the original post's title to change the thread title of the entire thread, bottom left of the thread's page there is the option to move the topic.

Now that's an elusive button. Thank you very much!

Quote from: Melzer on July 03, 2013, 02:30:38 am

This is pretty interesting. I can't believe it's your first fort.

To be honest, neither can I. I guess it would be more obvious if I showed its layout. It's basically a pile of random rectangles dug out whenever they were needed, and some larger architectural projects slapped on the top.

I also didn't expect this small remark to be such a sensation. All this happened more due to luck than anything else.

Not really an update, I'm just posting to show this is still going. There probably won't be anything bigger until August.

I now have 4 FBs stuck in the same place, blocked by trees and rocks in the second cavern layer. The first giant hornbill chicks have hatched. The designs for the sacrificial platform keep failing. I hope a 14 z-level fall on a weapon trap will work. The military is growing, and the commander of the Primitive Daggers is now called Atir Judgewalled the Craterous Meal of Trade. What is this intended to mean I have no clue. The dictionary doesn't even recognise the word "craterous" and suggests "adulterous" as the correct version.

After encountering and overcoming a few obstacles, I believe I am very close to getting the simple semi-automatic water railcannon to work. I managed to make it reload itself successfully once. The second try got the minecart stuck underwater. It's a good thing I had had enough foresight to install floodgates before. Earlier, the minecart had been caught in a loop with an impulse ramp pushing it in one direction and getting pushed back by a normal upward ramp, had flown into the air in a nice arc instead of rolling back to the start, and so on. The design still needs refinement, especially if I want to build a full-auto version.

Is an artifact buckler better than a normal shield?

EDIT:

Quote

Nominated! (and vote added) Hetairos’s Wirejade: An Uninvited Gust [SPOILERS] will be eligible to receive votes in August.

BY ARMOK’S BOOZE-SOAKED BEARD

HOLY CARP

Where is this going to end up next, on TVTropes? I swear I hadn't expected this kind of thing to happen when I was halfway through reading Hellcannon and thought "Damn, this game seems too much fun not to try. In the worst case, I'll just fail, right?".

Dwarves....sealed off in the caverns...alone, scared, running for their lives, scavenging plump helmets...so Dorfy.

I hit a wall in my cannon research. Impulse ramps behave oddly when submerged. Theoretically, I should get 4890 (or 4910, I'm not sure) speed from each one, which would be decreased by 600 from 7/7 water friction. However, the minecart seems to move from ramp to ramp with low, constant speed, until it hits the normal upwards ramp, where it gets caught in an endless loop. Like each impulse ramp added its bonus speed to a 0 and made this the minecart's speed at the moment. Now, this doesn't always happen - I think the cannon reloaded itself correctly at least once - but it's too often to declare it working. Without water everything is working fine, only all I get from that is a minecart going there and back again for no practical reason. I could just use rollers, but I wanted to create a powerless design for greater simplicity, deep underground application, and perhaps magma use. I'm looking into this thread (http://www.bay12forums.com/smf/index.php?topic=127621.0) in hope of finding any useful tips. If anyone has any experience with this sort of issue, I'd greatly appreciate some help.

In other news, the sacrificial shaft is finally working. Regular sacrifices to Radavi, the Great Calamity of Wirejade are regularly conducted. It will help me rearrange my livestock a bit. A sample of the shaft’s effects below.

Spoiler (click to show/hide)

The Stray Giant Sloth Bear's left front leg takes the full force of the impact, shattering the bone!
The Stray Giant Sloth Bear's left rear leg takes the full force of the impact, shattering the bone!
The Stray Giant Sloth Bear's right front leg takes the full force of the impact, bruising the bone!
The Stray Giant Sloth Bear's upper body takes the full force of the impact, bruising the muscle, jamming the left false ribs through the liver and tearing apart the liver!
The Stray Giant Sloth Bear gives in to pain.
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the upper body, tearing apart the muscle and tearing apart the right lung!
An artery has been opened by the attack!
The Stray Giant Sloth Bear is having trouble breathing!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the upper body, tearing apart the muscle and tearing apart the liver!
An artery has been opened by the attack!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the upper body, tearing apart the muscle and tearing apart the liver!
An artery has been opened by the attack!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the left rear leg and the severed part sails off in an arc!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the lower body, tearing apart the muscle and spilling her guts!
An artery has been opened by the attack!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the guts and the severed part sails off in an arc!
The Stray Giant Sloth Bear looks sick!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the right front leg and the severed part sails off in an arc!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the left front leg and the severed part sails off in an arc!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the right rear leg and the severed part sails off in an arc!
The large, serrated steel disc strikes The Stray Giant Sloth Bear in the lower body and the severed part sails off in an arc!

The shaft used for furniture disposal was extended to the surface, and a minecart route above the river drops refuse down there. I'm planning to build another one to connect the refuse stockpiles to the west of the fort with this one. I've been running out of space to store corpses recently. Speaking of corpses, the sarcophagus production caught up with the, uh, demand at last.

The Kobold Thief bats The flying {*forgotten beast bone bolt*} out of the air!

A superkobold almost killed a smith with his dagger, and was apparently quite skilled with its use. Damn thing seems to be better at stabbing than a spear. I should probably equip some of the wrestler migrants with daggers.

Stray Giant Sloth (Tame) has given birth to a girl.

Something is off here.

As it turns out, digging into Hell from a different adamantine spire triggers the "You have discovered an eerie cavern" message again, but not the demonic invasion. I did think the game will shower me with !!fun!! once more for a while, though. Hell is becoming an FB zoo, by the way. They are fond of spawning there.

Spoiler (click to show/hide)

Electrum Floor
A spattering of Dirlu's forgotten beast blood
A pool of giant sloth blood
A pool of Nish Courageworks's dwarf blood
A spattering of giant sloth bear blood
A pool of giant sloth bear blood
A pool of Controlquake's giant sloth bear blood
A pool of giant sloth bear blood
A pile of sandy clay
A pool of Cog Metaldune's dwarf blood
A smear of giant sloth bear blood
A pool of giant sloth bear blood
A pool of Ustuth Enjoyedbridge's dwarf blood
A pool of giant tiger blood
A pool of Emxa Grizzlesunken the Whirling Manges's f
A pool of Woundthrown's giant sloth bear blood
A pool of Kadol Brownspears's dwarf blood
A pool of Tozör Shadowhell the Sinful Demon's forgot
A smear of Iden Gatefocused's dwarf blood
A pool of Bēmbul Cosmosgorge's dwarf blood
A pool of ěrith Tindashes's dwarf blood
A pool of dwarf pus
A pool of Kikrost Tuftlanterns's dwarf blood
A pool of giant sloth bear blood
A pool of Joflamus's kobold blood
A pool of giant sloth bear blood
A pool of gray gibbon blood
A pool of Datan Spatteredarch's dwarf blood
A pile of loamy sand
A smear of Degēl Bridgepage's dwarf blood
A spattering of Ast Figurehowls's dwarf blood
A pool of dog blood
A pool of Šākzul Tradeardent's dwarf blood
A pool of Sostet Shadowevils's forgotten beast blood
A smear of Dodók Lenscrowd's dwarf blood
A pool of Tun Woundwires's dwarf blood
A pile of forgotten beast frozen extract
A spattering of Ustuth Tombsmiths's dwarf blood
A pool of Libash Mirrorwound's dwarf blood
A pool of Sodel Dabbledtome's dwarf blood
A pool of giant sloth bear blood
A pool of As Oiledring's dwarf blood
A pool of dog blood
A pool of tick devil goo
A pool of tigerman blood
A pool of giant sloth bear blood
A pool of giant sloth bear blood
A pool of cat blood
A pool of giant rat blood
A pool of jaguar blood
A pool of dingo blood
A pool of cheetah blood
A pool of corrupted blood
A pool of Shreegis's kobold blood
A pile of forgotten beast frozen extract
A pool of antman ichor
A pool of giant sloth bear blood
A pool of large rat blood
A pool of Litast Strokedmirrors's dwarf blood
A pool of Dumed Washedabbey's dwarf blood
A pile of dwarven wheat flour
A pile of dwarven sugar
A pool of Id Whisperscrystals's dwarf blood

And this is how tiles near the main wells look like.

No FBs have caused any significant problems lately. I killed two at once with the artifact trap near the forges. On a different occasion I encountered a blood-sucking clear glass quadruped. I wonder if the drained blood was visible inside it. Clear glass behaves weirdly in combat - dog bites can fracture it, bone bolts can chip it, a silver mace glances away. Fortunately, it reacts to adamantine in a predictable way.

I feel that the fort lacks some proper megastructures. Extending the walls to the north gave me quite a lot of space I could use, only that I'm not sure what could I build. So far I'm going to create a new statue garden out of electrum, cobaltite and quartzite, with electrum statues and possibly a minecart-based mist generator, if I manage to engineer one. That still leaves a huge area to utilize. Any suggestions?

How about an automated swimming pool? To avoid falling-related injuries, bring the water to your dwarves! Hint: equipment and live dwarves can be pushed through anything that lets water flow through it horizontally, but probably not through floor grates and certainly not through pumps.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **August 09, 2013, 07:46:57 pm**

What, no pile of vomit?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **August 09, 2013, 07:51:51 pm**

I always found glass FBs to be of a particularly vicious appearance. Extremely fragile... Extremely sharp.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Mr Space Cat** on **August 09, 2013, 08:33:42 pm**

Quote from: Hetairos on August 09, 2013, 05:20:51 pm

Spoiler (click to show/hide)

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A pile of dwarven sugar
A pool of Id Whisperscrystals's dwarf blood

I like how there's just some random piles of dwarven wheat flour and dwarven sugar in all that mess.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **August 12, 2013, 01:34:50 pm**

Quote from: Tirion on August 09, 2013, 06:00:52 pm

How about an automated swimming pool? To avoid falling-related injuries, bring the water to your dwarves! Hint: equipment and live dwarves can be pushed through anything that lets water flow through it horizontally, but probably not through floor grates and certainly not through pumps.

Something like the dwarven bathtub, or that thing to train swimming skill with? I guess I could tell dwarves to walk to a certain area, which is even easier since everyone is organised into squads, and have water flow in there through a channel closed by a floodgate just before water depth becomes dangerous, using a water-triggered pressure plate, but I have wells and soap for cleaning and swimming skill isn't very useful. Unless there is some other purpose I'm not aware of. Anyway, now I have the idea of building a waterfall tower in the middle of the new statue garden. Judging from my experience with a pumpstack, it shouldn't impact my framerate (which is now at a stable 6-8 FPS) too severely.

Quote from: Loud Whispers on August 09, 2013, 07:51:51 pm

I always found glass FBs to be of a particularly vicious appearance. Extremely fragile... Extremely sharp.

This one only managed to maim a war dog or two. Glass beast have a high mass - I imagine that a glass web-spinner could be quite a threat. I think I had one, actually, but an artifact trap broke it in half.

Quote from: Mr Space Cat on August 09, 2013, 08:33:42 pm

Quote from: Hetairos on August 09, 2013, 05:20:51 pm

Spoiler (click to show/hide)

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I like how there's just some random piles of dwarven wheat flour and dwarven sugar in all that mess.

Flour, blood, sugar, devil goo... oh, and of course antman ichor. There was a small antmen tribe in the first caverns once. My first few attempts at eradicating them failed, mostly thanks to their queen, Brushedfrozes the Confidence of Dyes. Since then, their ichor has been spread just about everywhere.

The cannon - in a semi-automatic version at least - is working! There is now a "wet" part, where the minecart is refilled with water, and a "dry" part, which pushes it back to the start. The minecart is transfered from one to another with the use of a hatch opened by pressure plate. I've only recently realized I can use a hatch instead of a retractable bridge for greater reliability and reloading speed - a bridge is opened 99 or 100 ticks after the signal is sent, whereas a hatch opens instantly. Of course, that means some water will inevitably flow from the "wet" to the "dry" part. I have to only balance out the drainage system and the water supply now... maybe find a way to limit the amount of lost water, too. And then - a fully automatic version! I'll post the blueprints when it's ready.

Due to a flaw in the design - up/down stairs where up stairs should be - a fire-breathing FB flew into the middle of the busiest lane of the fort. About a dozen dwarves died in the flames, and the burning and rotting bodies blocked the passage for a long time. One of the killed was Reg Sneakedurns - the best cook in the fort, good enough to be depicted on engravings and figurines, raising masterful roasts. I would've given her a platinum sarcophagus if there were anything left to bury.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **August 12, 2013, 07:27:47 pm**

Then give her a platinum slab.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **thoushaltcallmelars** on **August 14, 2013, 01:15:07 am**

So much in this thread is sigworthy that I can't even decide what to sig...

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **August 14, 2013, 10:52:36 am**

Quote from: thoushaltcallmelars on August 14, 2013, 01:15:07 am
So much in this thread is sigworthy that I can't even decide what to sig...

Sig it all Urist. Sig it all.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **August 22, 2013, 09:55:57 am**

Quote from: TheFlame52 on August 12, 2013, 07:27:47 pm
Then give her a platinum slab.

Alas, slabs can only be made of rock.

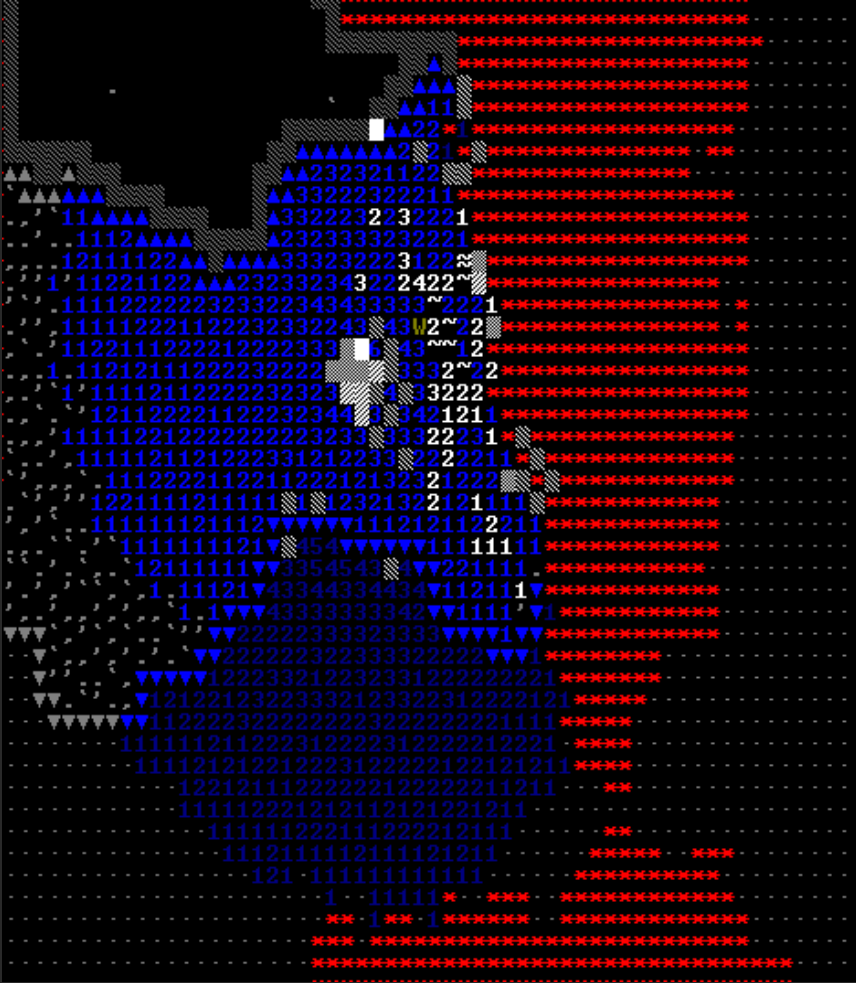
After overcoming numerous issues with the auto version of the cannon, I made it fire two times in a row. Somewhat underwhelming, but still an improvement, since it goes from place to place correctly. I have to adjust the water supply so it can sustain prolonged fire. The bridge dropping the minecart into the reloading system was replaced with a floor grate, which has the same tick delay for activation with a pressure plate, but doesn't make the minecart fly in random directions. I don't know the friction value for grates and floor bars - I assume it's the same as a normal floor tile, not that it matters much. The bad news are that automatISATION without using power seems impossible. I had to use rollers. Only about 29 ticks pass between the activation of the pressure plate opening the way for the minecart to return (I had to count that myself in case impulse ramps behave oddly again), so I'd have to keep it somehow "busy" and still moving for circa 70 ticks before sending it back with an impulse ramp, so it doesn't drop back into the reloading system. Maybe somebody else can figure this out, I'm out of ideas. Anyway, I should put up the schematics relatively soon. I hope. Solving one issue breeds another - I even flooded a part of the fort at a time. I'm now more careful about the order in which levers are pulled.

You see, these cannons are going to be a substantial part of the Hell outpost I'm going to construct. This is why I was trying to make a powerless version. I suppose I'll just make an artificial waterfall out of a cavern lake and have it drain into an eerie glowing pit. Of course deep underground nothing stops me from using magma as ammunition, but power must be provided by water. The aboveground part will also see its fortifications lined with cannon batteries.

So the current plans include mining out and processing all the adamantine, constructing an out post in Hell, complete with cannons, silk farms (there are some web-spinning demons I hope to lure into them), a baiting system, marksdwarf bastions and possibly a few more things, building a tall tower out of obsidian, replacing all the furniture with electrum, finishing paving the fort with said metal, creating a new statue garden with mist generators, and couple of other projects I don't remember at the moment.

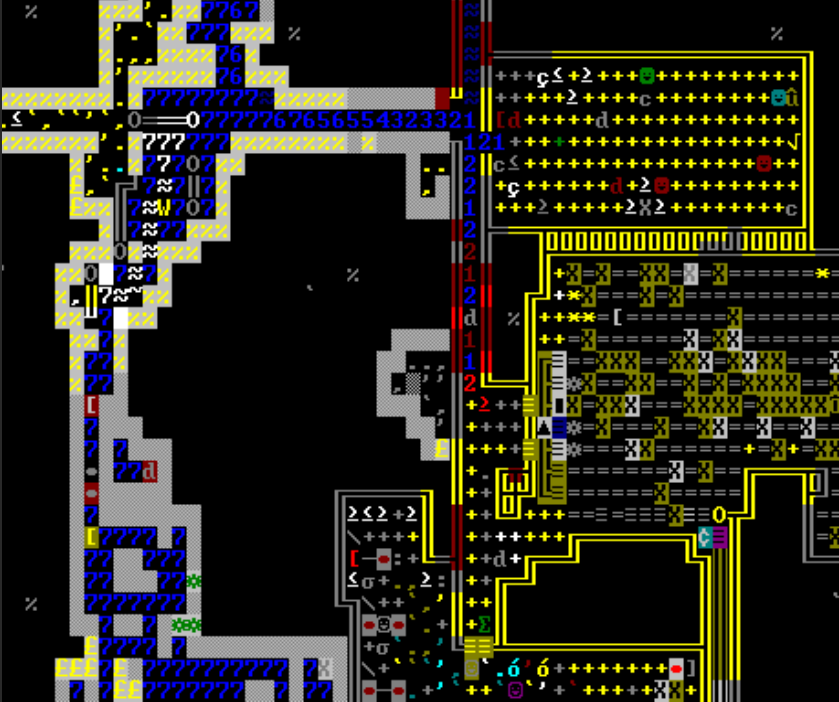
Speaking of adamantine - the spires go straight through the magma sea, so before I send the miner I have to let in water to obsidianise the surrounding magma. Pockets of magma can even appear *within* the spire. I lost a miner this way. I started with the north-western spire - a floodgate, a lever, and a door so the miners can walk in after all is done. Now, the nearby pool is 2 z-levels high. I installed everything, opened the floodgate and sent in a miner to dig out the last tile. I expected him to outrun the water rushing in, but apparently pressure had a different opinion. At one moment, I noticed a job cancellation due to dangerous terrain. The magma was cooled down, but now I had a drowning miner, and it wasn't an ordinary one - he was the creator of Wealthwinters, the second artifact created in the fort's history, the floor hatch which at one moment was the only thing standing between the fort and the demonic Siege From Below, and the husband of late Reg Sneakedurns. While trying to create him an escape route, I noticed he's moving. He approached a nearby ramp and disappeared. This happened a few more times, so I took a look on the z-level above. Now, the cavern pool in question can be divided into two parts - northern and southern, separated by a narrow rock wall cutting it's width to one third of its normal value. The northern part was drained of water so rapidly it became passable, and the miner - after a few attempts stopped by water flow pushing him back - just walked out. Where did the water go?

Spoiler: Right here. (click to show/hide)



I shut down the floodgate and left it all for later use. And then a winged ribbon worm Tharumi Murkechoed residing below had the wonderful idea to fly up and wreak some havoc.

Spoiler (click to show/hide)



In order to even reach it, I had to dig a staircase down to where it was at the moment. Do you remember that Ber Hammerbearded fellow? It ripped out his right arm. And he survived, and even got back to pick up his sword, when the beast was slain. This didn't stop the trouble. The water flooded the entire hallway between the forges, the ore stockpiles and the barracks of the Fenced Neutrality. I hewed out some space above and constructed two pump batteries trying to displace the water, to no avail. It's still there. I guess I'll just make a small pumpstack and add magma to the equation.

There was another beast in the first caverns, with an interesting syndrome. First, unconsciousness. Then numbness and nausea, not that it matters much for an unconscious creature. Then the spine began to rot. Shortly before death, the victim would wake up and spend it's last conscious minutes suffocating and being torn apart by a giant, horned, feathered moose. The artifact trap saved my soldiers.

The dwarven caravan of year 161 did not appear for no apparent reason. Since then, I've received two "The fortress attracted no migrants this season" messages. Something is wrong. Have I driven the home civ extinct?

Some more random fun:

Spoiler (click to show/hide)

This is a superior quality honey bee wax figurine of Hellthief the Evil of Midnights. The item is a superiorly designed image of Hellthief the Evil of Midnights the brine demon in honey bee wax by Cog Koganèrith. Hellthief the Evil of Midnights is falling. The artwork relates to the collision of the brine demon Hellthief the Evil of Midnights with an obstacle, after the death strike by the dog Machinesrove in Wirejade in the midsummer of 147.

Spoiler (click to show/hide)

This is a masterfully prepared prepared wild boar intestines roast created by Reg Ostukvucar. The ingredients are exceptionally minced wild boar meat, exceptionally minced chopped wild boar liver, exceptionally minced quarry bush leaves, exceptionally minced quarry bush leaves, exceptionally minced quarry bush leaves, exceptionally minced quarry bush leaves, exceptionally minced quarry bush leaves, exceptionally minced quarry bush leaves, masterfully minced quarry bush leaves, masterfully minced quarry bush leaves, masterfully minced quarry bush leaves, exceptionally minced quarry bush leaves, exceptionally minced quarry bush leaves and exceptionally minced prepared wild boar intestines.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Foamybeard** on **August 25, 2013, 12:12:11 am**

Quote from: Hetairos on August 22, 2013, 09:55:57 am

The dwarven caravan of year 161 did not appear for no apparent reason. Since then, I've received two "The fortress attracted no migrants this season" messages. Something is wrong. Have I driven the home civ extinct?

I -think- that happens when enough of your people die, so no one wants to go there anymore, since going to Wirejade = Death.

Honestly I didn't know that that happened anymore.

Spoiler 2 looks tasty. :D

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Tirion** on **August 25, 2013, 05:00:44 am**

Swimming raises attributes, making dwarves faster and more durable, that's why I suggested it.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **August 25, 2013, 01:26:41 pm**

Quote from: Foamybeard on August 25, 2013, 12:12:11 am

Quote from: Hetairos on August 22, 2013, 09:55:57 am

The dwarven caravan of year 161 did not appear for no apparent reason. Since then, I've received two "The fortress attracted no migrants this season" messages. Something is wrong. Have I driven the home civ extinct?

I -think- that happens when enough of your people die, so no one wants to go there anymore, since going to Wirejade = Death.

Honestly I didn't know that that happened anymore.

Spoiler 2 looks tasty. :D

Only that I haven't had many deaths recently, just the occasional dwarf suffering a deconstruction accident or stumbling upon an FB. The population is at a stable ~250.

And it doesn't explain why the caravan stopped arriving without an explanation, or why I started receiving messages about the beginning of seasons. There are only two seasons - wet and dry - but now the game tells me about springs and winters too. Has something got corrupted? It's quite a serious issue.

I deconstructed the old depot and built a new one out of platinum, but it probably won't help.

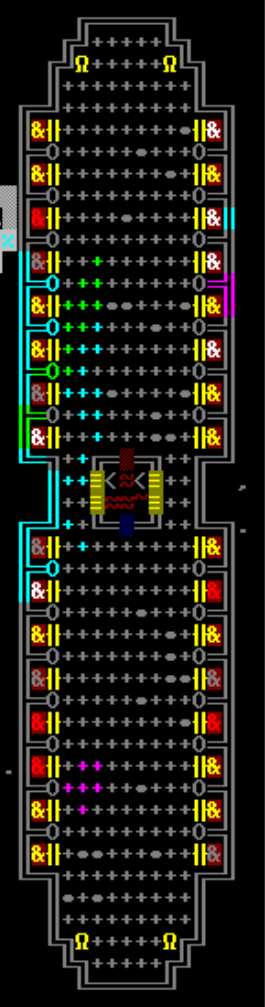
Quote from: Tirion on August 25, 2013, 05:00:44 am

Swimming raises attributes, making dwarves faster and more durable, that's why I suggested it.

I see. Is it better than having dwarves operate pumps without actually pumping anything? I've started searching for an optimal location, anyway.

As a bonus, here's the place memorialising the struggle against the forces of the underworld. It's been ready for a while now, I just kept forgetting to post it.

Spoiler (click to show/hide)



Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Tirion** on **August 25, 2013, 02:27:33 pm**

Quote from: Hetairos on August 25, 2013, 01:26:41 pm

Quote from: Tirion on August 25, 2013, 05:00:44 am

Swimming raises attributes, making dwarves faster and more durable, that's why I suggested it.

I see. Is it better than having dwarves operate pumps without actually pumping anything? I've started searching for an optimal location, anyway.

Why not both?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **snjwffl** on **August 25, 2013, 07:06:59 pm**

Quote from: Hetairos on August 25, 2013, 01:26:41 pm

Quote from: Tirion on August 25, 2013, 05:00:44 am

Swimming raises attributes, making dwarves faster and more durable, that's why I suggested it.

I see. Is it better than having dwarves operate pumps without actually pumping anything? I've started searching for an optimal location, anyway.

Pump operating doesn't raise agility, and swimming does. On the other hand, swimming doesn't raise toughness and pump operating does. Besides those they're pretty much the same (between the two of them, every physical attribute gets raised).

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **August 26, 2013, 02:57:34 pm**

First, I'm kinda short on dwarves idle enough to pump, and second, using a pool would give me more control over how who exactly is exercising at the moment. Agility is more desirable for me since it improves movement speed, and my dwarves haul a lot. A swimming pool it is, then. Is the optimal water depth 4/7?

The cannon is up to 10 shots in a row, and you can put one every two tiles for greater firepower. I need to install a few so I have anything to make screenshots of. I still get minor optimisation ideas every once in a while.

I got a third artifact adamantine mace. I wish it had been a war hammer just for a change. I also have two artifact bucklers; are those better than non-artifact shields?

The most pivotal issue, however, is the lack of immigration and caravans. Without those, the fortress is at risk of a slow death, when accidents claim dwarf after dwarf. I have no clue what could've caused this, and I need this solved as soon as possible, or introduce some "family-friendly" policies (put dwarves into a small room, lock it down, let them out only when they form couples).

EDIT: One more thing: the latest FB encounter left me with another one-handed soldier. Should I let them carry both a weapon and a shield or order them to leave shields behind?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **September 01, 2013, 06:17:25 pm**

It's the fourth year since the homeland fell silent. No caravans, no immigrants. No matter what terrible disaster befell The Whip of Beaches, Wirejade stands alone now. But haven't we faced the greatest threats known to dwarfkind? Haven't we come out victorious? Our craftsddwarves can create unsurpassed beauty. Our engineers improve the fortress constantly in new and ingenious ways. Our soldiers are capable of striking down any abomination from the depths. Their arms and armour have no equal in this world. Wirejade can and will grow greater than it ever was. Long live The Last Mountainhome!

If I want things to happen in the way described above, I'll have to stimulate the population growth a bit. I can begin as soon as the designated area is sufficiently stocked with booze, which may take some time, since dwarves drink it faster than it's brewed.

Do you remember the miraculously saved miner from a few updates ago? Well, he's dead. Killed by a tile of bugged obsidian. When I was pouring water into the magma pool, it would occasionally flow diagonally and form unsupported tiles of obsidian. They would cave in instantly upon formation, splashing magma on the z-level above, and therefore into (or very close to) water. However, obsidian tiles formed this way cause a cave in upon being mined out. Zefon will be missed, especially due to being one of the last few legendary miners left in the fortress. Without him, all projects involving mining have been greatly slowed down. His slab stands next to that of his wife.

Most of the time and effort since the last update was spent on various improvements and alterations of logistical nature, which - despite their importance - wouldn't make for a passionate read. Livestock reduction, gold ore delivery, that sort of thing. The refuse piles I posted some time ago are gone, their contents cast into magma with the use of minecarts.

There was, however, a dragon.

The Dragon Nganiz Tulquemer Akkar Kesmel has come! A gigantic reptilian creature. It is magical and can breath fire. These monsters can live for thousands of years.

It arrived on the southern edge of the map and promptly walked into a cage trap. I'm going to use it for... uhm, livestock "disposal" for now. I don't really need a thousand animals, and dragonfire doesn't leave those pesky remains behind. Then I'll have it trained as a war beast. Oh, and it doesn't have a nose. Knowing this game, I suppose a dwarf bit it off a long time ago or something.

A scorpion FB was spotted in the third caverns and even though I could've killed it with retracting spears, I decided to give the soldiers some live training. It pushed a swordswarf around for a while before being bisected with a ☼candy axe☼. Kind of anticlimactic. At least its slayer is now known as Rakust Paintedbeached the Crypts of Liberation in recognition of her fifth kill. I imagine while the swordswarf was narrowly escaping one deadly blow after another she just casually walked up to the beast and struck it with her weapon.

A weretortoise ambushed and almost killed a dwarf, but a tigerman killed it before it finished him off. Who transformed on the next full moon? The heavily injured dwarf? Nope, the tigerman, even though he had been barely scratched. It happened in the jail, where he was presumably feeding on the prisoners' food stock. One dwarf was killed, but another managed to fend it off for long enough for the werebeast to retransform, though not without losing some teeth.

Uh oh, she's still following the tigerman and bashing him with her crossbow. I have a bad feeling about this.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Tirion** on **September 02, 2013, 03:23:52 am**

Uh huh. Loyalty cascade time?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **September 02, 2013, 01:44:52 pm**

Quote from: Tirion on September 02, 2013, 03:23:52 am

Uh huh. Loyalty cascade time?

Crisis averted. They're both locked in the hospital's cloth stockpile. She's beating him up with an ☼alpaca bone crossbow☼, and he bit off her toe. She is labelled a member of the local government and an enemy of the civ, so yeah, loyalty cascade material. For a moment the fort was a wrong turn and a few crossbow shots away from almost inevitable collapse. That kind of thing reminds me why did I install floor hatches on every single level of the central staircase of the main part of the fortress.

That would've been hilarious, though. Dozens of Forgotten Beasts, including some only killable by complex traps. The entire host of the underworld. Dragons and minotaurs. All neutralised. And then a freaking tigerman who was in the wrong place at the wrong moment would've made the fort implode.

I'm going to arrange a *heated* meeting between the tigermen and the dragon in return.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Tirion** on **September 04, 2013, 04:32:44 pm**

I see you are prepared. And lucky to have a Tigerman, I haven't seen one of those in ages!

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **September 14, 2013, 09:31:42 am**

Quote from: Tirion on September 04, 2013, 04:32:44 pm

I see you are prepared. And lucky to have a Tigerman, I haven't seen one of those in ages!

Honestly, the fort was saved more by sheer dumb luck than anything else. Had things taken an ugly turn, I'd have tried to lock the cascade down as effectively as possible (putting doors everywhere pays off sometimes) and hoped the casualties weren't too high. In the worst case I could have rebuilt the fort with whoever was in the forges at the moment. I have some food and drinks stashed there so the smiths don't have to take a trip a 100 z-levels up, and there should be some seeds in the stills.

As for tigermen... if you thought dwarves are the masters of suicidal stupidity, tigermen would make you change your mind. They are well capable of dying of dehydration on the way to the water source, even though there was nothing to stop them from getting a drink before. Or taking a nap on a weapon trap filled with large serrated discs.

Spoiler: Rest in pieces, Mosus (click to show/hide)

The <large, serrated iron disc> strikes The Stray Tigerman in the left upper leg and the severed part sails off in an arc!
The <large, serrated iron disc> strikes The Stray Tigerman in the right lower leg and the severed part sails off in an arc!
The <large, serrated iron disc> strikes The Stray Tigerman in the lower body, tearing apart the muscle and tearing apart the right kidney!
An artery has been opened by the attack!
The <-<large, serrated iron disc>-> strikes The Stray Tigerman in the lower body, tearing apart the muscle and tearing apart the stomach!
The <-<large, serrated iron disc>-> strikes The Stray Tigerman in the right upper leg and the severed part sails off in an arc!
The <-<large, serrated iron disc>-> strikes The Stray Tigerman in the throat, tearing apart the skin!
A major artery has been opened by the attack!
The <large, serrated steel disc> strikes The Stray Tigerman in the left lower arm and the severed part sails off in an arc!
The <large, serrated steel disc> strikes The Stray Tigerman in the head and the severed part sails off in an arc!
-Mosus Lorbamgongith, Stray Tigerman <Tame> has been killed by a trap.

And they take up the coffins prepared for dwarves, unless you forbid pet burial, but then there's a risk of Urist throwing a tantrum because his/her pet cavy is rotting in the dining hall.

Since the fort is no longer waiting for migrants to repopulate it, and the number of citizens is going to be slowly decreasing for now, I have to rearrange the economy a bit. For example, I can no longer rely on imported leather, so I relocated the butcheries, tanneries and leather works closer to each other and disabled hauling labours for a few tanners. The efficiency has been significantly improved, but mass producing leather items is still not an option. I want to have some leather to spare in case a leatherworker goes moody. The complete overhaul of the food and booze industry is going to follow, since honestly it's quite a mess now. Whenever I thought I needed a new kitchen, still or whatever I put it anywhere there was some space, with little regard for logistics.

The surplus quivers and bone crossbows can be sold to elves. Wooden shields will have to be disposed of in a different way. Crops will be left alone for now, until I take care of the livestock. After a few incidents the dragon-powered incinerator is finally working as intended, though the corpses could burn down more quickly. The amount of animals is now below 900. I guess it's kind of a humiliation for poor Nganiz Warmglow the Flare of Jades to serve as a part of the dwarven trash disposal system.

The Stray Bushmaster Child vomits into the dragonfire.

Bushmasters were immolated after I noticed I have almost 6000 bushmaster eggs. In other circumstances this would've probably been a blessing, but my food stocks are overflowing. And when the dwarves leave the eggs in the nest, this happens, because I modded them to be able to breed.

Undecaplets have hatched.

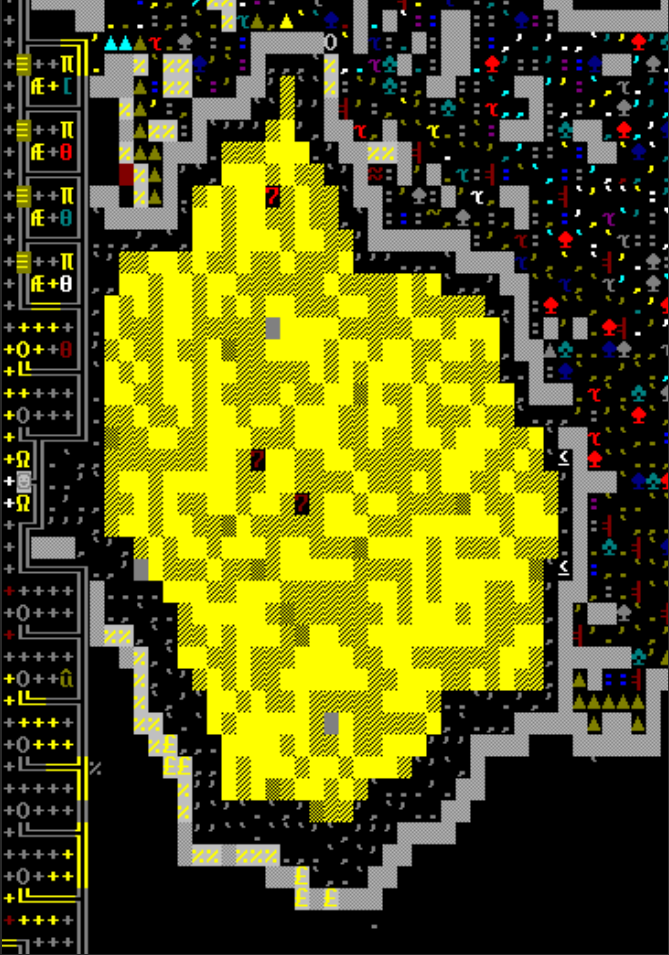
And I have enough creatures pathfinding already, even if they don't have a lethal venom.

The Shipping Chamber caused a few friendships to form. Good for a start. The biggest obstacle is waiting for enough dwarves to assemble.

FBs have been exceptionally quiet lately, but I was lucky to have the steel cockroach spawn in hell and not in the first caverns, for example.

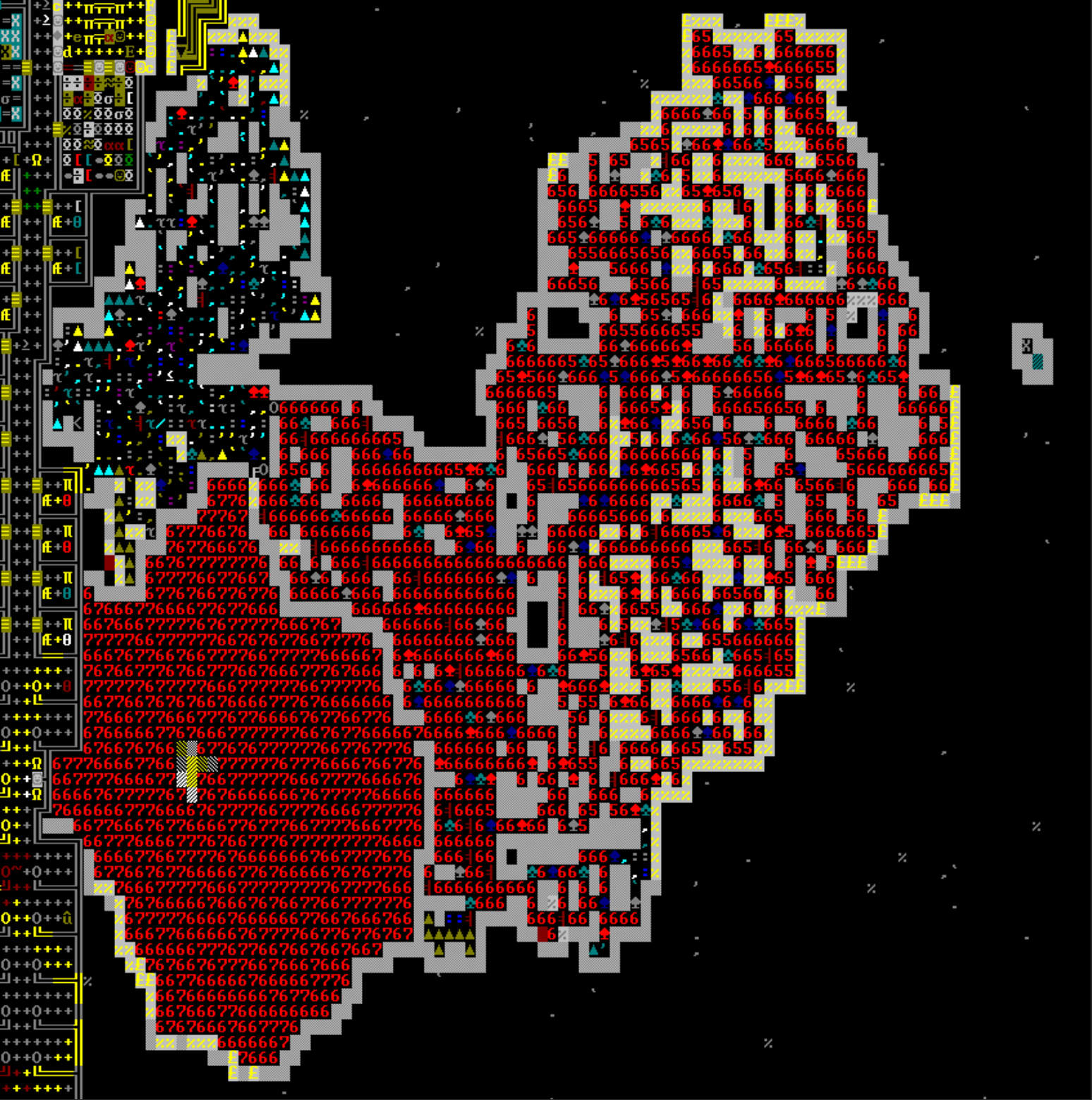
I wanted to obsidianise a lower z-level of the magma pool, and started with caving in the floor above the upper layer.

Spoiler (click to show/hide)



In hindsight, I should have prepared a way to immediately start forming obsidian on the lower level.

Spoiler (click to show/hide)



At least nobody died. I'm not even sure why I had wanted to do that.

For some reason, the dwarves keep carrying various refuse to the garbage dump, even though it was never designated for dumping. Is something wrong with the standing orders? I'll set everything to "save" and see what happens.

I already have the screenshots for the cannon schematics; now I only have to label all the elements. I realised that if I want to aim them at demon spawn points I can't put the loading system below the cannon, since it's undiggable slade floor. I have an idea how to load and return the minecarts with a contraption *above* the cannon, however. Testing pending.

EDIT: I found something strange. The stocks screen displays some items apparently belonging to a caravan. Trying to zoom in leads to empty, nondescript tiles near the edge of the map. This might have something to do with the lack of dwarven caravans and migrants. Does anyone have an explanation?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **November 04, 2013, 08:48:45 pm**

I'm alive! Slaughterhouse School duties and other issues have kept me away from the game for a while; moreover, most effort was invested into tedious work towards large projects, so there wasn't much to describe despite lots of things being done.

Testing revealed another design flaw in the minecart cannons. As it turns out, normal downward ramps don't work properly when submerged - dropping a minecart from above doesn't make them accelerate in any direction. I have to replace them in every single cannon with impulse ramps, and that means the entire water inflow control system requires an overhaul. At least that should be the last change to the design. The section responsible for firing the projectile works, and the one returning the minecart to the starting point is too simple to be broken. Time to build a massive pump battery and have things fixed. There goes another in-game year, at least...

Tigermen continue to be a pest. Even long since dead and burned in dragonfire, they keep claiming coffins. It's infuriating to waste perfectly good electrum sarcophagi this way. It seems I have to make some rock coffins for them to claim instead. A crude solution, but it should work.

Congratulations to the sneakiest kobold thief ever, Libipogin, who walked straight onto the barracks of the most elite squad in the fortress.

My last legendary miner, Ineth Archstroked, somehow ended up surrounded by fire caused by a Forgotten Beast, so I designated him a way to safety. He decided to put off digging it out until being set on fire. It took him 8 tiles of digging to bleed out. Dwarven survival instinct at its best, I guess.

Thanks to the wiki, magma flow tiles next to raw adamantine are no longer an issue. Designating a construction on them while they're clear of magma means it can be built even after it's submerged again, and the construction's presence allows the tile to be obsidianised normally. Once all the adamantine is excavated, it'll be time to go even deeper...

I've discovered something disturbing about the civ's history. See, Unib Oilomen and Kogan Steelchants were both queens of the Whip of Beaches. The bone carvers of Wirejade made many figurines of their ascension to the throne. No one, however, depicted this.

[Spoiler](#) (click to show/hide)

Ber the Sweltering Spine is a deity of the Whip of Beaches. Ber most often takes the form of a male kea and is associated with volcanos and mountains.

In 53, Ber received the worship of the dwarf Rovod Naturevessels.

In 57, Ber received the worship of the dwarf Kogan Steelchants.

In the midwinter of 69, Ber cursed the dwarf Eshtën Brushedboat to assume the form of a hyena-like monster every full moon in Waxtongs.

In 72, Ber received the worship of the dwarf Ral Boltnation.

In the early summer of 85, Ber cursed the dwarf Kogan Steelchants to assume the form of a lizard-like monster every full moon in Waxtongs.

In 89, Ber received the worship of the dwarf İton Sinewlabored.

In the early summer of 99, Ber cursed the dwarf Unib Oilomen to assume the form of a camel-like monster every full moon in Waxtongs.

In 102, Ber received the worship of the human Stukos Salvemobs.

In 103, Ber received the worship of the human Erib Fencedcleaned.

In 103, Ber received the worship of the human Kûbuk Stasissteels.

In 105, Ber received the worship of the human Fath Wiltedshot.

In 107, Ber received the worship of the dwarf Adil Floorbalance.

In 108, Ber received the worship of the human Kulet Chantedtrade.

In 109, Ber received the worship of the human Tobul Twinklingrock.

In 116, Ber received the worship of the human Logem Atticname.

In 116, Ber received the worship of the dwarf Geshud Swiftmountain.

In 121, Ber received the worship of the dwarf Litast Figurebrass the Dourness of Crying.

In the early autumn of 121, Ber cursed the dwarf Datan Natureboulders to assume the form of a hedgehog-like monster every full moon in Waxtongs.

The presence of humans with dwarven names is intriguing, too. I have no clue how I haven't noticed this before.

A few more weapons were named, the most notable of which is Balancedfences the Whiskered Calm, the ✧adamantine battle axe✧ wielded by Rakust Paintedbeached the Crypts of Liberation. Eleven notable kills, including 10 FBs and a demon, plus two steam devils listed as "other" kills. Rakust herself is responsible for the deaths of 9 of the beasts, and thus has surpassed the achievements of Sakzul Riddlegirded the Clean Call. This merits a badass custom job title. Suggestions welcome.

Behold the Roast of Roasts! It's a stack of 252 roasts made of pig tallow and quarry bush leaves (x18), all masterfully or exceptionally minced.

Weight: 151f

Basic Value: 399420*

Huh. I look away from the game for a moment and when I get back there is a dead magma crab in the forges.

[Spoiler \(click to show/hide\)](#)

The Stray Giant King Cobra bites The Magma Crab in the body, tearing apart the muscle!

Giant king cobra venom splatters over the body!

The Stray Giant King Cobra latches on firmly!

The Stray Giant King Cobra shakes The Magma Crab around by the body, tearing apart the body's muscle!

The Stray Giant King Cobra shakes The Magma Crab around by the body, tearing apart the body's muscle!

The Stray Giant King Cobra shakes The Magma Crab around by the body, tearing apart the body's muscle!

The Stray Giant King Cobra bites The Magma Crab in the body, tearing apart the muscle!

Giant king cobra venom splatters over the body!

The Stray Giant King Cobra latches on firmly!

•The Stray Giant King Cobra stands up.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **TheFlame52** on **November 05, 2013, 11:28:12 am**

And THAT is why you leave war animals randomly running around your fort.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **November 07, 2013, 03:47:33 pm**

Quote from: TheFlame52 on November 05, 2013, 11:28:12 am

And THAT is why you leave war animals randomly running around your fort.

And equip all civilians with a crossbow and a shield. Speaking of war animals, I have an almost complete collection of predatory felines. All in all, a few hundred war-trained creatures, and I plan on modding giant eagles to be war trainable, since it's a bit odd to see them run away from danger like they were guineafowl.

Another legendary miner was pushed into magma by 1/7 water and instantly encased in obsidian.

33 screw pumps took half a year to build. Time to pull the lever and hope for the best.

Oh, I almost forgot I have a new mayor - Ustuth Torchdeer, the fort's broker, who likes backpacks and ballista arrows.

The fourth mood in a row is a farmer. The three former produced absolutely useless shale trinkets. At this point I'd accept even another bone shield. What did he grab? Ooh, tower-cap logs. Such a rebel.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Loud Whispers** on **November 07, 2013, 04:14:14 pm**

What and how did Rakust fight? Considered stealing the name of one of the FBs as her job title?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **November 15, 2013, 01:16:59 pm**

Nothing better than internet connection failure to keep me from responding.

Quote from: Loud Whispers on November 07, 2013, 04:14:14 pm

What and how did Rakust fight? Considered stealing the name of one of the FBs as her job title?

Ten Notable Kills

Edimi Umbraloozes the forgotten beast, d. 154
Ethgath Gloomyshamed the forgotten beast, d. 159
İsa Belchsnot the Oceanic Filths the forgotten beast, d. 160
Ŝûtu Juicestench the forgotten beast, d. 161
Cuthabe the Sunken Tombs the forgotten beast, d. 164
Meli the forgotten beast, d. 167
Bothon the forgotten beast, d. 168
Rethi the forgotten beast, d. 168
Dak the forgotten beast, d. 168
Âs Dogmine the forgotten beast, d. 170

One Other Kill

One magma crab <?> in Wirejade

Here's the kill list, slightly updated. As for her fighting style, she'd often walk up to a beast already attacked by, say, a swordswarf and unceremoniously chop it up into a few pieces. Go, team. I'm thinking about calling her the "Killstealer".

By the way, your sparring advice seems to be paying off. The soldiers now spar regularly, and the combat skills of all increased noticeably, up to Professional level (part of it should probably be credited to DFHack fixes, of course).

A dwarf decided to shoot a bolt at a demon down in Hell while retrieving a piece of raw adamantine. This pissed it off. But that problem was solved with relatively few deaths.

Then another dwarf got the same *wonderful* idea, and the others decided the best course of action is to keep going through the artifact door the second demon was banging at while fetching socks and booze.

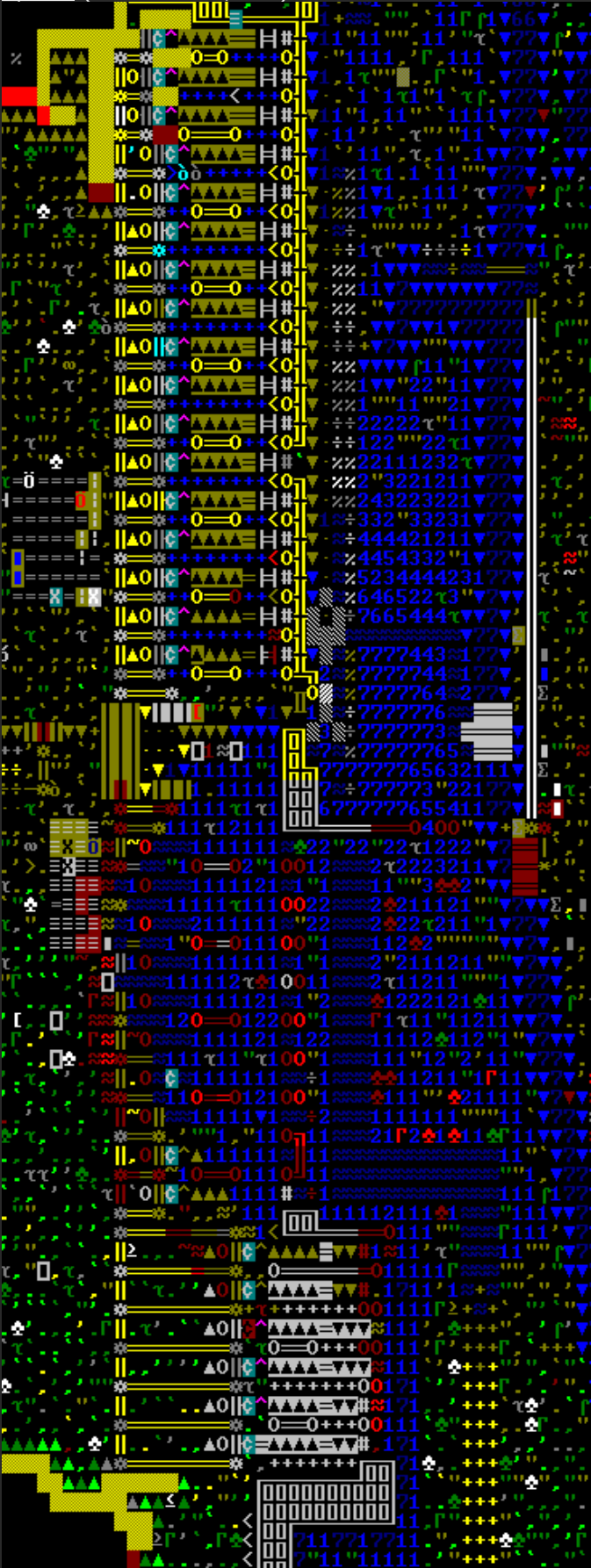


12 13 14 dead in total. Ingish Merchantwhirled the Line of Dye, a professional hammerdwarf, talented at other combat skills and thus one of the most skilled defenders Wirejade ever had was struck down by Mournfulwails the Sewer of Stalkers. Atir Judgewalled the Craterous Meal of Trade (who killed 4 Forgotten Beasts, 6 kobold thieves and a minotaur) started bleeding heavily for no apparent reason and passed away as well. This is truly a black day for the fortress, one of the blackest in 20 years.

EDIT: 15 now. An axedwarf died in the hospital to his wounds.

At least pumping is going smoothly now, if you don't count the 4 drowned idiots.

Spoiler (click to show/hide)



There will be a bit of a mess to clean up, though.

So I've recently started new project of considerable scope, and it's mostly about launching large amounts of war-trained animals into the second cavern level in order to clean it of FBs without exposing dwarves to the danger. There are 5 of them: two with deadly dust, two fire-breathers, ~~and one~~ relatively harmless salt dinosaur. There were two more, but ended up shot by marksdwarves. I've already found out that one dust-beast causes the entire body to rot, so I can't just assemble the military and clear out the caverns.

I'm going to employ a device called a "double minecart shotgun" (I think), which basically makes the minecart with a cage inside hit a fortification at a high velocity, making the cage fly out of it and hit another fortification, spilling its living contents. Most of the cargo doesn't survive, at least in my design, but I have a ridiculous quantity of more or less deadly critters, which makes them fairly expendable. Hopefully a dozen or two of giant sloth bears will soften the beasts up a bit.

And now it's time for a bit of a military showcase. Two soldiers gained their titles: the first one is Momuz Granitelessons the Teal Bride of Hawks. The "teal" part is kind of fitting, since he's a swordswarf. I gave him *that sword* as a reward.

Spoiler (click to show/hide)

This is a masterful adamantine short sword created by Kogsak Kerathel.

Eleven Kills

Edir the forgotten beast, d. 138
Lico the forgotten beast, d. 141
Emxa Grizzlesunken the Whirling Manges the forgotten beast, d. 141
Lanami the forgotten beast, d. 142
Rathóna Deaddeep the Abyssal Hag the forgotten beast, d. 145
Thaci Submergesplash the forgotten beast, d. 146
Zebu the forgotten beast, d. 155
Estrur the forgotten beast, d. 156
Afe Biteechoes the Murk of Bolts the forgotten beast, d. 157
Jramis the kobold, d. 164
Omsos the Hollow of Witches the forgotten beast, d. 171

Slayers

Sâkzul Riddlegirder the Clean Call the dwarf, d. 147, six kills
Ber Hammerbearded the dwarf, four kills
Momuz Granitelessons the Teal Bride of Hawks the dwarf, one kill

The second one is Lór Empirearmors the Roasted Spring of Bastions, a veteran of the war against demons. Shot four of them, and two FBs as well, but the game treats demons who haven't gained a name as "other kills", so they don't count towards a title while kobold thieves do. He got a new shiny artifact adamantine crossbow.

And finally, Ingiz Scouredmachine, the most skilled soldier in the entire fort. Accomplished macedwarf, legendary fighter. Unbelievably strong - even though the killing blow in the battle with Mournfulwails was dealt by someone else, Ingiz had smashed the demons legs off one by one, with single strikes before that. He also doesn't care about anything anymore and is missing his right arm, due to an unfortunate encounter with a FB quite a while ago. Tharumi, I think, for anyone who remembers. Oh, and he's apparently a son of a dude-turned-werebeast. A werehedgehog, to be precise.

Dishmab Axeact the... Livid Beguiler-Bone of Lancers. What. Anyway, she has just shot the salt dino with a mangled bone bolt and poof, it died. An artifact feather wood crossbow might have helped.

The bottom of one of the adamantine spires was reached and the hole floored over so nothing unpleasant gets through for now. Another one is being worked on.

And for the end of this update, a true hallmark of a long-lasting fortress. A dwarf dying of old age.

Spoiler (click to show/hide)

lever

lua

magma

source

make-monarch

maxblood

medic

puton

table

-a' or '--all' for all items.

quicksave

region-pops

tweaking them.

removebadthoughts

fort

setfps

siren

aks.

slayrace

sound

sense-season

strip

caged

superdwarf

unsuspend

[DFHack]# deathcause

The dwarf asmel lolokenkos died in year 172 (cause: old_age).

[DFHack]#

- control your levers from the dfhack console

- Execute lua commands interactively or from files.

- create an infinite magma source at the cursor

- No help available.

- No help available.

- Mark a unit as requiring a medic

- Makes item appear on the table (just like in shops).

- Makes the game immediately save the state.

- Shows populations of animals in the region, and allows

- remove bad thoughts for the selected unit or the whole

- Set the FPS cap at runtime.

- Wakes up the sleeping, breaks up parties and stops bre

- slay all creatures of a given race

- On map load writes the current season to gamelog.txt

- mark stuff inside of cages for dumping.

- give super-dwarven speed to an unit

- No help available.

electrum Sarcophagus

≡electrum sarcophagus≡

Asmel Lolokenkos's corpse

f: Forbid

d: Dump

m: Me

Enter: View

+~*/: Select

x: Remove Building

h: Hid

ESC: Done

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Foamybeard** on **November 26, 2013, 11:24:53 pm**

Heh, yay, more updates!

I've got to say (yet again) I am -incredibly- jealous of the fact that this was your first fort. x_x

You are a god among Dwarves, sir, and I look forwards to your updates.

takes off hat

Rest in peace, Asmel Lolokenos. May Armok favor you in the next life.

(Also, did you figure out why no more Migrants / Caravans were coming anymore?)

(Aaand what stage is your fortress at? Baron, Duke, Earl or King?)

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **November 27, 2013, 08:36:27 pm**

Quote from: Foamybeard on November 26, 2013, 11:24:53 pm

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takes off hat

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(Also, did you figure out why no more Migrants / Caravans were coming anymore?)

(Aaand what stage is your fortress at? Baron, Duke, Earl or King?)

Why thank you. :)

As for the migrants - not exactly. It seems that something went wrong when the caravan was leaving one year, since there is a lot of caravan items scattered near the edge of the map, only accessible through the stocks menu. Dwarves can pick them up only if I have them designated for dumping, but afterwards they show up in the game just fine. It seems related to the immigration problem, but I have no clue how exactly.

Unfortunately, I don't know how to fix that and I have no idea what caused all that in the first place. I tried clearing the edge of the map of trees, but to no avail. No migrants, no caravans, only stacks of cave lobsters in a highly unusual quantum state. I've even posted the issue on the Dwarf Mode board, but it appears to be a rare bug.

I had already had both a duke and a queen when I began relating the story. Both have been dead for a while now. The duke, Kogsak Eyeringed, died with the other smiths when the demons assaulted the forges, with an axe in hand, but weapons created by his hand still protect the fortress. See this masterwork sword in the previous update? It's his work. He had also made a spear of the same quality and material, and with a similarly impressive kill list.

The queen, Adil Floorbalance, died after taking the wrong turn when running away from a beast with a body-liquefying syndrome way back in 152, according to figurines made by Wirejade's bone carvers. She was caught by the very edge of a dust cloud...

Work on the new statue garden has lately begun. Expect some neat Stonesense screenshots once it's finished. I'll probably have to set up some quarries, because mass production of mechanisms exhausted my stone stockpiles.

A recent battle with a fire-breather in the caverns would've ended without casualties, had two dwarves not decided to stand around in the fire it caused. I guess units can't path through smoke in order to stop them from running into fires, only it doesn't work as intended in certain cases. There goes an expert hammerdorf.

Current population is 205. I'm still slabbing the ghosts spawned by Radavi's rampage and subsequent demonic assault. Damn flame clowns setting everything on fire. It's been 26 years!

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **November 28, 2013, 04:05:17 am**

Just to say it myself: it is incredibly awesome (and deadly) fortress, built entirely from !!FUN!!
Considering that it is your first attempt, as well as the amount dwarves and deaths...

As for the bug, there were some circumstances which caused similar problems. One was related to the overburdened dead counter, which was successfully cleared with DFHack, but I have a feeling that you have already encountered such problem. Another fortress got the not-so-ghostly dwarf, who ceased all future births altogether. Maybe it was true for migrants as well, but the fort civilisation already died by that time.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **November 30, 2013, 10:08:59 am**

Quote from: Sarrak on November 28, 2013, 04:05:17 am
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Yeah, fix/dead-units has already saved me once. That bug is actually related to the sum of all four sections of the units screen, doesn't stop caravans, and prevents the game from displaying the "no migrants" message every season. Toady himself has acknowledged it, and is apparently going to make the cap settable (see the Bay 12 Twitter account).

You might be on to something about the ghost. There is one I can't find on the slabbing list, ~~and I think there were no new births in a while either.~~
Might be a caravan guard fried by a dragon. Was the issue dealt with? Should DFHack's clear-ghostly solve it?

EDIT: A girl by the name of Asob Helmmurders has just been born. Kinda shy, but has quite good physical stats. However, it complicates the situation even more.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **November 30, 2013, 03:57:35 pm**

<http://www.bay12forums.com/smf/index.php?topic=93279>
The whole game was centered around children problem. Bug, as later deduced, was somehow related to an abducted child, who remained at map as a "ghostly" data, with nothing actually at his final place, being that of abduction.

But your children situation is different, as well as version (not that it really matters). Perhaps, something happened with mountainhomes. Like, you could have severely depleted your own civilisation resources by recent migration waves. Not sure about this, as caravans would spam regardless as long as civ itself is alive. Or maybe you encountered something similar in nature, yet highly improbable...

You should try and slab missing ghosts with DFHack, but it may not work.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **December 26, 2013, 03:25:51 pm**

Bloody good Fort, well worth the re-read.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **December 26, 2013, 06:33:44 pm**

Quote from: Sarrak on November 30, 2013, 03:57:35 pm
<http://www.bay12forums.com/smf/index.php?topic=93279>
The whole game was centered around children problem. Bug, as later deduced, was somehow related to an abducted child, who remained at map as a "ghostly" data, with nothing actually at his final place, being that of abduction.

But your children situation is different, as well as version (not that it really matters). Perhaps, something happened with mountainhomes. Like, you could have severely depleted your own civilisation resources by recent migration waves. Not sure about this, as caravans would spam regardless as long as civ itself is alive. Or maybe you encountered something similar in nature, yet highly improbable...

You should try and slab missing ghosts with DFHack, but it may not work.

Spoiler (click to show/hide)
Oh my, it's been almost a month?

It hasn't, not that it's much of a surprise. I have only noticed that the scattered caravan items are similar in status to those "hidden" by water flow, but marked red in the stocks screen instead of yellow. Maybe even the gear of the caravan guards had been left here. I'm dumping it all and hoping that will work. In the worst case, I get some free goods. In time, I might even become able to rely on natural population growth, but another caravan willing to take away my bone garbage crafts can't be replaced that easily.

Anyway, thank you for giving me an excuse to read the famous Saga of Weatherwires. Man, how hard do my storytelling skills suck in comparison to this...

'Tis time for celebration! With the passing of the year 176, Wirejade turns 50 years old. I guess I should deliver something special for this occasion, so I announce that

THE MINECART WATERCANNONS ARE FINALLY WORKING! (<http://www.bay12forums.com/smf/index.php?topic=134745.0>)

Apparently having a gear assembly power the rollers at the start of two neighbouring cannons and the minecarts in both switching it off so they don't immediately roll back where they came from is a bad combination. Gearboxes toggle on every signal sent, so sending two means they remain in the same state as before, defeating the whole purpose. I was close to disassembling everything and putting a tile more between the cannons, but alternating the length of the uppermost sections (so there is 1 gearbox/1 starting roller) is a simpler and more effective solution, which was subsequently verified by experiments. The amount of water fired depends heavily on how the water supply is designed, length of each cannon's reloading section and number of active cannons. I achieved about 40 globs of water simultaneously fired from 3 of them. Detailed schematics in the link.

The obsidian tower is getting a sterling silver roof. Good progress is being made on the statue garden, even if shortages of building materials hamper it from time to time. New minecart routes were created to transport clay to the magma kilns and crafts to the depot. Hopefully it will let me drown the

elves in bone/wax/horn/whatever crap more effectively. At least in the bone carvers appear to have put a dent in the mountains of animal byproducts lying around the fort. Meanwhile, setting the farms to be cultivated one season per year only resulted in the plant stocks remaining at a steady about 10500. It looks like I'll have to turn off agriculture completely for the next... few decades or so, except for rope reeds and pig tails. Dyes are not a problem. Pressing industry was restarted, and now dwarves have mead to drink.

I've never really bothered to check just how much of finished goods do I have. I ended up with over 1500 totems, and about a thousand of each of the craft types. And that's not counting the absurd amounts of bone bolts. Lesson for today: Don't go overboard with your meat industry, even if you like variety. Seriously, just don't. Otherwise, this happens.

Spoiler (click to show/hide)

This is a stack of 79 exceptional prepared pig sweetbread roast. The ingredients are exceptionally minced sheep tallow, exceptionally minced lion tallow, exceptionally minced alpaca tallow, masterfully minced alpaca tallow, exceptionally minced alpaca tallow, masterfully minced alpaca tallow, exceptionally minced wild boar tallow, exceptionally minced alpaca tallow, exceptionally minced wild boar tallow, exceptionally minced wild boar tallow, exceptionally minced wild boar tallow, masterfully minced wild boar tallow, exceptionally minced sheep tallow, exceptionally minced sheep tallow, exceptionally minced sheep tallow, exceptionally minced sheep tallow, masterfully minced dingo tallow, exceptionally minced dingo tallow, masterfully minced dingo tallow, exceptionally minced dingo tallow, exceptionally minced donkey tallow, exceptionally minced donkey tallow, exceptionally minced donkey tallow, exceptionally minced donkey tallow, exceptionally minced donkey tallow, exceptionally minced donkey tallow, masterfully minced donkey tallow, exceptionally minced dingo tallow, masterfully minced dingo tallow, exceptionally minced dingo tallow, exceptionally minced dingo tallow, masterfully minced dingo tallow, exceptionally minced dingo tallow, exceptionally minced pig tallow, exceptionally minced pig tallow, masterfully minced pig tallow, exceptionally minced pig tallow, exceptionally minced pig tallow, exceptionally minced pig tallow, masterfully minced pig tallow, masterfully minced gazelle tallow, exceptionally minced gazelle tallow, masterfully minced gazelle tallow, masterfully minced gazelle tallow, exceptionally minced gazelle tallow, exceptionally minced gazelle tallow, masterfully minced gazelle tallow, exceptionally minced gazelle tallow, masterfully minced gazelle tallow, exceptionally minced pig tallow, exceptionally minced pig tallow, exceptionally minced llama tallow, exceptionally minced llama tallow, masterfully minced llama tallow, exceptionally minced llama tallow, exceptionally minced llama tallow, exceptionally minced llama tallow, exceptionally minced llama tallow, masterfully minced llama tallow, exceptionally minced llama tallow, masterfully minced goat tallow, exceptionally minced goat tallow, exceptionally minced goat tallow, masterfully minced wild boar tallow, masterfully minced wild boar tallow, masterfully minced wild boar tallow, exceptionally minced wild boar tallow, exceptionally minced wild boar tallow, exceptionally minced wild boar tallow, exceptionally minced pig tallow, exceptionally minced donkey tallow, exceptionally minced donkey tallow, exceptionally minced dingo tallow, exceptionally minced dingo tallow, masterfully minced horse tallow, exceptionally minced horse tallow, exceptionally minced horse tallow, exceptionally minced goat tallow, exceptionally minced llama tripe and masterfully minced pig sweetbread.

The struggle to reclaim the second cavern level continues. The unreliable double shotgun was replaced with a new system which has yet to be tested. Mirise, a dust beast, hit a wall at high velocity while fighting the latest delivery of war animals, killing itself. Marksdwaves are more successful - they shot two firebreathers, Ospun and Uzbud Holecrabs the Nightmare of Midnight respectively in the throat and both lungs, as well as another FB called Stukos and some vomit blob. However, inorganic beasts can't be killed with bolts, and even the organic ones aren't easy to shoot to death. The occasional errors with equipping ammo make it even worse. And for some reason, wildlife returned to the cavern, which means its reclamation is even more important than before. Crundles could make a nice source of target practice, and a giant cave spider has been spotted there, too...

Speaking of FBs, they have mostly been spawning in the second cavern level, and any others were dealt with swiftly and surely. One was made of quite unusual material.

The Forgotten Beast Iden Ugosh Zedot has come! An enormous quadruped composed of calcareous ooze. It has a long, swinging trunk and it squirms and fidgets. Beware its deadly spittle!

Calcareous ooze is a type of oceanic soil; I don't think I've ever got a beast made of soil before. As expected, it died quickly. But some time later, this showed up.

Muddy Sparse Dead dog's tooth grass Upward Slope
Water [4/7]
A dusting of calcareous ooze
A spattering of cheetah blood
A pile of mud

Ooze contaminating my moat. I'm fairly sure no dwarves were around when it appeared. Does the game spawn contaminants in places they have never actually reached? It would explain the antman ichor everywhere. Two werebeasts showed up as well: one wounded an alpaca and ran away, another encountered a crossbow-armed dwarf, who scored a lucky shot to its throat. How many more are stuck on this island? There aren't even any human settlements, only elves and kobolds.

Spoiler (click to show/hide)



Two more kobold thieves had been caught sneaking through the barracks, between the training soldiers. Needless to say, it didn't end well for the kobolds. You'd think they would notice it might be a bad idea after carefully opening the door and seeing a bunch of heavily armed dwarves and pools of blood on the floor, but no. Another one somehow walked into the fortress proper and snatched an artifact adamantine figurine, but died mauled by a giant eagle.

Ingiz Scouredmachine became a mace lord, and one Zasit Waxycrystal a hammer lord. Since the military in Wirejade is kind of low in numbers, and some of the soldiers are of advanced age (Ingiz, for example, is over 120) I introduced a new recruitment policy. Every dwarf who comes of age must have his/her physical attributes checked. Those with above average stats are to be conscripted. So far I've got a new competent hammerdwarf; three more recruits are still dabbling at their respective weapon skills. The policy was inspired by discovering that one of the hammerdwaves, Rimtar Groovedpulleys, was born and trained from scratch in the fortress to professional levels, meaning that the whole project is feasible. Rimtar is about 40, but I don't know how long ago did I conscript him.

The recent artifacts have been thoroughly unimpressive: a bone left gauntlet, an animal trap, two splints, one of them made of adamantine, a shoe, and this. Note the name.

Spoiler (click to show/hide)

FPS: 99 <79>hethel, "The Lavender Serpent", a rope reed fiber loincloth

This is a rope reed fiber loincloth. All crafts dwarfship is of the highest quality. It is encrusted with cushion gabbro cabochons, studded with iron, decorated with rope reed fiber and encircled with bands of rope reed fiber, briolette cut morions and oval gabbro cabochons. It is made from rope reed fiber cloth. The thread is red, superbly colored with redroot dye. This object menaces with spikes of sterling silver. On the item is an image of cheetahs in sterling silver. On the item is an image of a square cut gem in wild boar bone.

There seems to be a bug regarding creatures standing on top of floor hatches - they open after a while, no matter if the creature in question was going down through the hatch or not. If it's yet another war cheetah, it causes annoying report spam. Things get worse if it's a dwarf carrying something heavy.

Spoiler (click to show/hide)

The *«nickel floodgate»+ strikes The Woodcutter in the left lower leg, shattering the bone through the *rope reed fiber trousers*!
The Woodcutter's head skids along the ground, bruising the muscle and tearing apart the upper spine's nervous tissue through the x*pig tail fiber hood*x!
The Woodcutter loses hold of the feather wood logs.
The Woodcutter loses hold of the (copper battle axe).
The Woodcutter slams into an obstacle!
The Woodcutter is no longer stunned.

Oh, and does anyone remember how I installed an artifact door in the entrance into the well chamber above the forges to hold any FBs inside should they fly through the opening? Probably not, it was one of the first updates after reconquering the caverns. I myself barely remembered it, until it actually served its purpose about 20 years later.

With the year 177 comes the 30th anniversary of Radavi's rampage. Time to toss in some sacrifices.

Spoiler (click to show/hide)

I certainly didn't expect being ninja'd.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **MDFification** on **December 26, 2013, 09:43:07 pm**

This is an artifact fort. It menaces with spikes of !!FUN!!. It is decorated with hanging rings of someone already made this joke.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Elephant Parade** on **December 27, 2013, 03:17:07 am**

Posting to watch.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **December 28, 2013, 04:24:17 pm**

All the FBs plaguing the second level of the caverns are now dead, and dwarves can finally walk there safely. Really, I should've got this idea a long time ago.

I dug out a 7x7 chamber and put an artifact table in the middle. Then I channelled out the ceiling, except for a ring of floor two tiles away from the table, built a support there and linked it to a nearby lever, while pasturing some animals nearby to make the bait more attractive. When everything was ready, I pierced a hole to the caverns and waited.

Spoiler (click to show/hide)



All six beasts rushed in. One of them took a turn towards the fortress proper; fortunately it was just a water humanoid with vapours causing a m#d gut rot, quickly dealt with by the passing war animals. I was watching the rest futilely claw at the artifact while I ordered the lever to be pulled.



The collapsing ceiling killed them immediately, including Ngongno Unouzun Osnongstrastnas, a hornblende quadruped with powerful syndrome dust, and Comewi, a fire-breathing skinless lizard which had been hit with another beast's (maybe Ngongno's) dust and has been walking around rotting and spewing clouds of miasma like some demon of decay. Oh, and it killed my mechanic with a fireball.

Two dwarves who were in the wrong place at the wrong time were lost, one of them a legendary engraver, Stukos Citybeauty. With their deaths, the total population fell below 200. I should probably do something about that, and quickly...

EDIT: Oops. Looks like the vapour weren't that harmless after all, and that one of my best marksdwarves is now blind and blistered. Wait, she can see again. That's a relief; she refuses to go to the hospital, I hope that won't end badly.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **pregarrett** on **December 30, 2013, 05:23:04 am**

Holy Armok's Balls, why have I missed this thread? It's awesome!

Could you put a score table at the first post? Like that -
FB's : 32
Clowns : 54
Dwarves : 503
Others : Uncountable!

I think that would be fun, though boresome to count. Maybe I'll come up with easy way later. For now I just think of using falconne's dfhack search plugin on list of dead, it easily filters FB's and every type of demon separately, but count dwarves apart from their dead cattle is a hard task. Maybe fix/dead-units script helps with removing animals from there?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **KingMurdoc** on **December 31, 2013, 05:12:09 am**

This is. . . simply amazing.

Title: Re: The (not so) last stand of Wirejade [SPOILERS]
Post by: Hetairos on December 31, 2013, 01:23:47 pm

Quote from: peregarrett on December 30, 2013, 05:23:04 am

Could you put a score table at the first post? Like that -
FB's : 32
Clowns : 54
Dwarves : 503
Others : Uncountable!

Sorry to disappoint you, but fix/dead-units is apparently a bit overzealous. The list only shows 15 FBs, all slain recently, and no demons at all. I could list dwarves, and maybe kobold thieves. I remember the game spawned about a hundred demons, only one of which remains alive, trapped in a forgotten corridor near the bottom of the second cavern level. It's a pity, since I was curious about that myself.

By the way, demons which haven't acquired a name are considered equal to wild animals when it comes to kill lists - a dwarf can kill five kobolds and get a title, but twenty dead demons still won't net him one.

A fire-breathing scorpionfly forced me to shut down access to the second caverns, interrupting the wild gem hunt I sent the miners on. It was the last level of the caverns I discovered, and one exceptionally difficult to explore due to a shortage of open space in certain areas.

[Spoiler](#) (click to show/hide)



As a result, there are many clusters of gemstones waiting to be excavated (including rock crystal), not to mention the numerous easily accessible veins of gold. My aim is to make the area a bit more traversable and establish firmer control over it. I'll put a cannon or two in there, and some artifact building as bait.

I've resumed work on descending into hell, the first stage of which is casting obsidian around the edges of the adamantine veins so the ore itself can be safely exploited. What comes later will pose a much greater challenge. The demons won't attack unless you do it first or come too closely, but I'm afraid Forgotten Beasts may all rush in as soon as my staircase reaches the bottom. There is a steel cockroach among them, for example. If I capture it alive, I could use it to train the entire fortress to legendary in marksdwarship, but I'd rather not have my soldiers face it in combat. I'm going to need a few hatches, forbid the masons from carrying crossbows, and be really, really careful.

Title: Re: The (not so) last stand of Wirejade [SPOILERS]
Post by: Hetairos on January 31, 2014, 08:16:44 pm

There are three things which can be blamed for this delay: my internet connection slowing down to non-functional levels, the *Call of Warhammer Rage of Dark Gods* mod for M2:TW and the simple fact that most of the effort for the past month went into getting rid of huge amounts of stuff that has accumulated over the years. All the millable plants have been milled into dye or flour, so I can now send the millers to do other tasks and grow some of those crops for brewing. I have over 1700 units of dye, that should last me a while. Severely limiting agriculture allowed me to reduce the plant stocks to less than 8000 units from over 11000 in the beginning. The amount of useless bone crap lying around can still be only described as "unholy", and it only increased, but there is less even more useless bone in storage. All rock nut paste was processed, and I'll go through the oil itself soon, too. Meat stocks? Over 7500, most of it from Forgotten Beasts, and growing. I had to butcher some llamas and ran out of storage space. A lot of dead llama had to be tossed into the magma sea.

But enough of my logistical troubles, I imagine they're not very interesting to read about. All dwarves unburied for various reasons - the most common of which was having been immolated by demons, before or after death - have a memorial slab now, nearly forty years after death. The waterguns in the eastern and southern sides of the fort are ready for linking their components together. The new statue garden is being filled with statues, encrusted with some of the fort's most precious gems. I caught some rutherers, which will replace llamas as a source of meat and leather, and crundles, which I plan to use for live training for my soldiers. Forgotten Beasts unfortunately prevented me from progressing towards Hell. Especially *this bitch*.

[Spoiler](#) (click to show/hide)



Its poisonous gas killed a High Master Marksdwarf who got too close. A legendary one, Astesh Rawring the Fetid Droplets of Laboring lost both arms in a fight with another FB (<http://www.bay12forums.com/smf/index.php?topic=135227.0>), Thudel Menaceshaft the Poisoned Hex, but what killed him was a kick in the head some time later. Two axedwarves were slain by a winged salt humanoid who proved to be more of a challenge than I thought. A promising young swordswarf was crushed to death by a blob beast which flew in through a hole I forgot to wall off. An Expert Swordswarf, Atis Diamondsound, is already 162 and may pass away any year now. Two new recruits, Iden Armorkeys and Asob Helmmurders can't replace those losses soon. Asob became the new captain of the guard. Sakzul wielded a sword (later named The Angry Thrower), Kadol an axe, and Asob received an adamantine pick, a remainder of my attempt to create a squad of miners, cut short by Radavi's rampage. The other soldiers are certainly up to any challenges they may face, and quite a few received titles or became weapon lords, or both - enough for me to lose track of who was already mentioned. So I wrote a little something for reference.

Spoiler: List of notable warriors (click to show/hide)

- Ingiz Scouredmachine the Umbral Omen of Trade - Legendary Macedwarf, wields the artifact leather shield Evenbeard and the artifact iron mace The Mesh of Portals. Unbelievably strong, basically unbreakable, indefatigable and very agile. Has only one hand. Member of The Blunt Chambers, an old squad originally intended to guard the fort from the dangers from below. Doesn't care about anything anymore.
- Lor Craftswires - Grand Master Macedwarf, wields a mace he named The Panther of Negating and an artifact bone shield, Stasisfeed the Frightful Portals. Very slow to tire, quite durable, slow and agile. Also a member of The Blunt Chambers. Is getting used to tragedy.
- Lor Giltsooths the Turquoise Stake of Creating - High Master Hammerdwarf, wields a war hammer named The Glaze of Chasms and an artifact bone shield, Balancedblot the Whiskered Cover (yes, I have quite a few artifact shields). Incredibly tough, very slow to tire and very strong. In The Blunt Chambers. She, the other Lor and Ingiz often hold three-way sparring sessions. Is getting used to tragedy.
- Stakud Netdabble - High Master Macedwarf. Basically unbreakable, very slow to tire and agile. Member of The Inky Entries, a squad created to protect dwarves passing through the first caverns. Is getting used to tragedy.
- Momus Granitelessons the Teal Bride of Hawks - Great Swordswarf, wields Cloudodor the artifact bone shield and The Angry Thrower, the famous masterwork adamantine short sword with 14 notably kills, mostly FBs. Indefatigable, incredibly tough, very agile and strong. Also a member of The Inky Entries. Doesn't really care about anything anymore.
- Zasit Waxycrystal - Legendary Hammerdwarf. Basically unbreakable, mighty and indefatigable. Member of The Livid Flags, a squad once meant to support The Primitive Daggers in protecting the aboveground part of the fort, now almost its replacement and the most elite squad of the fort. Is getting used to tragedy.
- Rimtar Groovedpulleys the Turquoise Sea of Radiance - High Master Hammerdwarf, wields the artifact bone shield Lessenedgrasps the Taciturn Bravery and carries the artifact adamantine helm The Just Cloister. Absolutely inexhaustible, incredibly tough, extremely agile and very strong. Became a hammerlord while only 39 years old. Also notable for being the only warrior with a title which actually makes sense. Member of the Livid Flags.
- Kol Bridgedcarnal - High Master Speardwarf, wields Dullaching, one of the two artifact adamantine spears in the fort. Absolutely inexhaustible, mighty and quite durable. Also in The Livid Flags.
- Ber Hammerbearded the Blockaded Obeisance of Assaults - just an Adequate Swordswarf and Adept Wrestler, yet has three FB kills to his name. Granted, he wasn't fighting alone. Slow to tire, but very flimsy. Lost an arm a few years ago. Member of the Primitive Daggers, the oldest squad in the fort, tasked with defending the surface. Doesn't care about anything anymore.
- Lor Empirearmors the Roasted Spring of Bastions - Legendary Marksdwarf, carries Touchcrowds the Times of Weakening, the artifact adamantine crossbow. Veteran of the war with demons. Very strong, slow to tire and tough. Member of the Primitive Daggers. Is getting used to tragedy.
- Dishmab Axeact the Livid Beguiler-Bone of Lancers - Legendary Marksdwarf, wields another adamantine crossbow, Netthrones, made of feather wood. Very slow to tire, tough and agile. Also in The Primitive Daggers.

The most intense fight they were a part of was the one with Nosmul the Skull of Oblivion, a one-eyed sparrow, beware its deadly dust. I sent the military after it when I accidentally learned it causes what may be the most underwhelming syndrome ever - temporary disabling the pancreas. Fighting dust beasts with soldiers is quite a chore. They keep spamming massive clouds of dust, and you can only hope someone or something gets a lucky shot in. The soldiers spent more time being thrown around than fighting. The battle moved into the entrance corridor of the caverns, where bolts, war animals and weapons finally brought the beast down.

Spoiler (click to show/hide)



There was also a tick devil escaped from Hell. It broke the hands of Momuz the swordmaster, but Lor the hammerlord killed it mostly on his own, striking the killing blow with his bone shield. Three Forgotten Beasts are sitting in the third cavern around an artifact door. One of them is called Abesp.

Abesp is a web-spinning humanoid made of *electrum*. You might be wondering what's so shocking about that. Well, Wirejade sits upon gargantuan amounts of gold. Tens of z-levels of gabbro criss-crossed with gold veins. Galena is the second most common ore, not counting the iron-bearing rocks. As a result, electrum became the staple luxury metal in the fortress. The furniture in the quarters, in the dining halls, doors, workshops, roads leading to the entrance, much of the new statue garden, many more things... all made of the same alloy. It's almost symbolic of the fortress. And Abesp... I can't help but feel like it's a sign of the things to come, a foreboding herald of impending doom. Perhaps a symbol of the fortress turning upon itself, of a danger hidden within. What it is, I do not know, and I dare not speculate.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **GuesssWho** on **February 01, 2014, 01:29:05 am**

Man, how old IS this fort?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **February 01, 2014, 11:52:32 am**

It has just hit 60 years, and I'm far from finished with it. Hell isn't taken over yet, for example...

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **February 17, 2014, 05:45:18 pm**

The three Forgotten Beasts blocking my way to the adamantine spires - Abesp and Oquari Moistenhollow, the web-spinners, and Cirono Frigiddrunken - were lured into a containment chamber with an artifact table inside with the use of some giant hornbills as bait. My elite marksdwarves can now shoot at them from time to time with impunity, while they fruitlessly bang on a shiny piece of furniture. It's amazing what creative application of drawbridges can accomplish.

Spoiler (click to show/hide)



That means I have free access to the adamantine spires again, and work on them can be resumed. The deeper I go, the more obsidian casting is there to do to safely mine out the precious metal, but I want to have it at least mostly processed by the time I start descending into Hell. It's going quite smoothly, but I'm still being extra careful to avoid unfortunate accidents. I have a very devious plan on how to clear Hell of FBs. It involves some bait artifact furniture, giant hornbill cages, and a lot of cage traps.

The statue garden was finally finished and designated. Halfway through the construction I decided to encrust the new statues before building them. It took some more time, but some gems were put to a good use at last. Here is a long promised screenshot. I changed the colour of electrum from the original brown.

[Spoiler](#) (click to show/hide)



I keep drowning the elves in bone goods. Unfortunately, even selling about 200 000 ☼'s worth of them hardly puts a dent in my stocks. I can only hope they will be gone before the end of the century. One time, the elves took so long to pack up one of their animals gave birth. Here's one of the many, many things I sold.

≡kobold bone crown≡

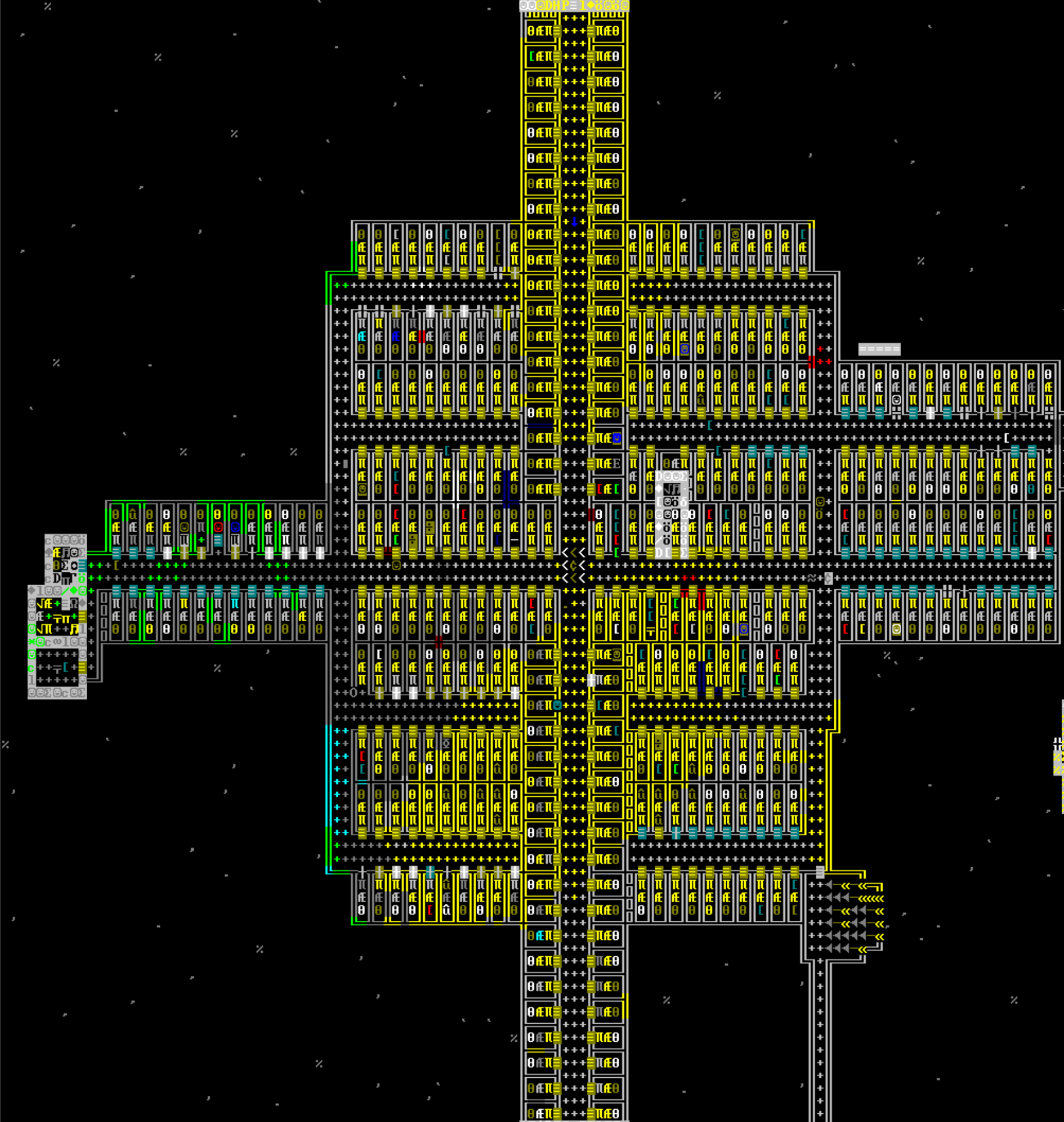
The animal count stays below 700. And apparently I've already used up all the 1700 units of dye. The cultivation of fibre crops has been halted.

I trapped a few interesting things: blind cave ogres, useful for live training the civilians in crossbow use; crundles, which I modded to be able to breed and intend to use as a renewable source of practice targets for actual soldiers; rutherers, which I want to replace llamas with (alpacas stay, though - I need milk and wool); a giant cave spider, for which I'm building a silk farm at the moment; and a werecamel I'm going to keep around just in case he's ever needed. And two giant toads, hopping around the fort. The problem with rutherers is that they take 10 years to mature, if I'm reading the raws correctly, so I'd need some other source of leather. I'm considering guineafowl - they don't produce too many secondary products, and multiply quickly.

The last remaining dwarf of the original seven, Shorast Howlrock, went into a mood at last. Boltsclout the rope reed fiber shirt is relatively unremarkable, but still an artifact. I had her put it on. Other recent moods brought some mechanisms, some bone furniture useful for luring building destroyers and a few useless trinkets or pieces of clothing. The new captain of the guard, Asob Helmmurders, bestowed the awesome name of **Livingdrunken** on her masterwork adamantine pick.

I noticed something disturbing while replacing stone furniture with electrum in the dwarven quarters. Take a look at them:

[Spoiler](#) (click to show/hide)



I had to put this image together from two separate screenshots.

The vast majority of these bedrooms doesn't belong to anyone. Their owners are long dead. I'll remove and sell or melt the furniture from the unused ones and then show you just how empty the fort is in comparison to what it used to be. Not all rooms were taken even when the population was at it's peak, but now there are entire rows of beds where only one is claimed.

I pieced together most of the story of Datan Natureboulders. The two youngest of his seven children immigrated to my fort: Urdim Laboredbristle, a bone carver, most likely slain by demons, and Ingiz Scouredmachine, who became the first melee weaponlord in the fort, received the title of the Umbral Omen of Trade, and is still fighting and training even though a Forgotten Beast tore off his right arm years ago. Urdim and Ingiz were born in 53 and 54 respectively. Datan became a general of the Whip of Beaches in 92. However, in the early autumn of 121 Ber the Sweltering Spine, the kea god of volcanoes and mountains, cursed him to become a werhedgehog. He did the same thing to two queens of the Whip of Beaches before. I guess there is a reason Ingiz doesn't worship any gods. Later on, Datan arrived at Wirejade, and I had him killed, knowing nothing about his past. It must've happened decades ago.

And for the end, some figurine weirdness:

[Spoiler](#) (click to show/hide)

This is an exceptional llama bone figurine of Kadol Oiledparch. The item is an exceptionally designed image of Kadol Oiledparch the dwarf in llama bone by Nish Becortobul. Kadol Oiledparch is making a plaintive gesture. The artwork relates to the mortal wounding of the dwarf Kadol Oiledparch with a wild strawberry seeds in Wirejade in the midsummer of 152.

This is a masterful gazelle bone figurine of Eyì Shootdreamy the Maze of Fists created by Nish Becortobul. The item is a masterfully designed image of Eyì Shootdreamy the Maze of Fists the forgotten beast in gazelle bone by Nish Becortobul. Eyì Shootdreamy the Maze of Fists is making a plaintive gesture. The artwork relates to the mortal wounding of the forgotten beast Eyì Shootdreamy the Maze of Fists with a steel spear from a steel crossbow in Wirejade in the late winter of 163 during The Rampage of the forgotten beast Eyì Shootdreamy the Maze of Fists in Wirejade.

This is an exceptional donkey bone figurine of Unib Ringkey the Deep of Folds. The item is an exceptionally designed image of Unib Ringkey the Deep of Folds the dwarf and dwarves in donkey bone by èzum Nakutherib. Unib Ringkey the Deep of Folds is surrounded by the dwarves. The artwork relates to the rise of the dwarf Unib Ringkey the Deep of Folds as an enemy of The Whip of Beaches in the late spring of 43 during The Rampage of the dwarf Unib Ringkey the Deep of Folds in Syrupstirred.

Must have been a big crossbow.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **February 21, 2014, 04:27:25 pm**

Quote from: TheFlame52 on February 19, 2014, 04:37:14 pm

Must have been a big crossbow.

I'm imagining a very angry dwarf cramming a huge spear into a crossbow and running towards the caverns, while everyone gets out of his way and decides not to ask questions.

I probably killed it with retracting spears while someone was shooting at it. Note the figurine doesn't list the killer.

It's good to know someone is still reading this, by the way.

I wanted to apologise for the fact that things have been quite slow recently. I hope to pick up the pace as soon as I finally start expanding into Hell. I managed to free up much of the workforce, enough to get double-digit amounts of idlers not seen for decades, so if I put them to a good use it should happen sooner rather than later.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Foamybeard** on **March 10, 2014, 03:32:01 pm**

I still read this as well. :)

How is the fort?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Sarrak** on **March 12, 2014, 05:21:06 am**

Heh, we always lurk somewhere near, waiting to hear some more epic tales from great fortress ;)

Also, wanted to say it a long time: you have really, really weird figurines (and artists, respectively). Yet, essentially, it's what makes them so great.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Julien Brightside** on **March 13, 2014, 10:09:12 am**

Impressive how you`ve kept this alive for so long.

From the dwarves point of view, it would almost seem like they are cursed by the gods.

I like your band of legendary dwarves. Most of which are getting used to tragedies.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **March 15, 2014, 07:21:11 am**

Quote from: Foamybeard on March 10, 2014, 03:32:01 pm

How is the fort?

Quite well, thank you. There were a few births and a few deaths, so the population remains stable. There is a couple with 18 children, by the way. I have a nice herd of rutherers now, and a silk farm with a giant cave spider. Crundles fail to bree- wait, no. I could swear I had added a [CHILD:1] tag a while ago. Embarrassing. I've captured a bunch of elk birds recently, but I'm not expecting too much from them - grazing and egg-laying don't go well together. There's a second werecamel, too. This island seems chock full of them. Giant armadillos bought from elves ensure I'll never have to worry about shells again.

No new Forgotten Beasts entered the map, but there was a dragon, which killed two dwarves, almost wiped out my alpacas, and then started puking and bleeding to death for an unknown reason, possibly getting hit by a bolt covered in FB extract.

Spoiler (click to show/hide)



I got rid of all the bone/horn/hoof/etc. amulets, bracelets, rings, figurines (sorry, Sarrak) and whatnot mostly thanks to a minecart delivering them almost straight to the depot. The next items on the list are surplus furniture, civilian crossbows and quivers, old steel armour and, of course, the 65000 prepared meals. At least the supply of cookable items, save for a small cheese industry I started, is mostly exhausted. Agriculture works on an ad-hoc basis, helping keep a modest stockpile of dye and the amount of all types of booze above a thousand. I might lower the threshold in the future. Plants below 5000. The clothesmaking industry is being converted to rely on silk.

Quote from: Julien Brightside on March 13, 2014, 10:09:12 am

Impressive how you`ve kept this alive for so long.

From the dwarves point of view, it would almost seem like they are cursed by the gods.

Do you mean the absence of caravans and migrants? If yes, it seems we have an explanation. Sadly, nothing can be done about it:

Quote from: Larix on March 13, 2014, 09:29:51 am

There's also the extremely rare case where part of a caravan gets stuck in limbo - i had one case of a wagon getting blocked, possibly by a sprouted tree, just off the map proper, and another case where a horse pulling a stuck wagon ended up in solid rock when the wagon broke. In both cases, the unit stayed loaded but untouchable and the related caravan was treated as never having left the site.

I'm putting this on a semi-hiatus for now, since I don't want to clutter the thread only with reports on logistics and industry. That means I'm going to keep things moving forward, just not described in full detail. Once I start expanding into Hell I should have something ready to show off.

A huge feathered elk. It has a pair of knobby antennae and it is ravening. Its black feathers are long and sparse. Beware its poisonous bite!

Its tail is spraying Tise Paddlesubmerges's forgotten beast blood. Its tail is rotten. Its tail is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its right rear hoof is spraying Tise Paddlesubmerges's forgotten beast blood. Its left rear leg is spraying Tise Paddlesubmerges's forgotten beast blood. Its left rear leg is rotten. Its left rear leg is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its right front leg is spraying Tise Paddlesubmerges's forgotten beast blood. Its right front leg is rotten. Its right front leg is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its left front leg is spraying Tise Paddlesubmerges's forgotten beast blood. Its left front leg is rotten. Its left front leg is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its right front hoof is spraying Tise Paddlesubmerges's forgotten beast blood. Its right front hoof is rotten. Its right front hoof is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its left front hoof is spraying Tise Paddlesubmerges's forgotten beast blood. Its left front hoof is rotten. Its left front hoof is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its right rear leg is spraying Tise Paddlesubmerges's forgotten beast blood. Its right rear leg is rotten. Its right rear leg is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its left rear hoof is spraying Tise Paddlesubmerges's forgotten beast blood. Its left rear hoof is rotten. Its left rear hoof is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its lower body is rotten. Its lower body is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its head is spraying Tise Paddlesubmerges's forgotten beast blood. Its head is rotten. Its head is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its upper body is spraying Tise Paddlesubmerges's forgotten beast blood. Its upper body is rotten. Its upper body is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its tongue is running with Tise Paddlesubmerges's forgotten beast blood. Its tongue is rotten. Its tongue is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its mouth is running with Tise Paddlesubmerges's forgotten beast blood. Its mouth is rotten. Its mouth is completely swollen with Tise Paddlesubmerges's forgotten beast blood. Its left eye is dripping Tise Paddlesubmerges's forgotten beast blood. Its left antenna is oozing Tise Paddlesubmerges's forgotten beast blood. Its left cheek is oozing Tise Paddlesubmerges's forgotten beast blood. Its right cheek is oozing Tise Paddlesubmerges's forgotten beast blood. Its throat is oozing Tise Paddlesubmerges's forgotten beast blood. Its nose is oozing Tise Paddlesubmerges's forgotten beast blood. Its right eye is dripping Tise Paddlesubmerges's forgotten beast blood. Its right antenna is oozing Tise Paddlesubmerges's forgotten beast blood. Its left eyelid is oozing Tise Paddlesubmerges's forgotten beast blood. Its right eyelid is oozing Tise Paddlesubmerges's forgotten beast blood.

The minecart cannons are mostly finished, and as soon as the work on the water supply is done I'll have to start work on linking all the components. It's going to be a daunting task, to say the least.

The dwarves somehow engraved empty space while working on the drainage shafts. It's a shame it's not an image of a nothing or two, but I guess a bear being killed will have to suffice.

I'm considering reorganising this story - dividing it into chapters, putting a table of contents in the first post, that sort of thing. It will have to wait until I'm done with the finals.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Melzer** on **May 04, 2014, 11:23:29 am**

Epic.

PS How long has it been since you started this fort?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **May 04, 2014, 02:58:39 pm**

Quote from: Hetairos on May 01, 2014, 03:28:54 pm

The dwarves somehow engraved empty space while working on the drainage shafts. It's a shame it's not an image of a nothing or two, but I guess a bear being killed will have to suffice.

That sounds so... **Wirejady**.

Also, what anniversary goes without multiple sacrifices? Bears and Forgotten Beasts should suffice for now, but something more dangerous and sentient must be absolutely thrown into a bloody mix!

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **May 05, 2014, 07:54:02 am**

Quote from: Melzer on May 04, 2014, 11:23:29 am

PS How long has it been since you started this fort?

It started in 126, and we're in 201 now, which means - provided I haven't just made an embarrassing error - 75 years + a few months.

Quote from: Sarrak on May 04, 2014, 02:58:39 pm

Quote from: Hetairos on May 01, 2014, 03:28:54 pm

The dwarves somehow engraved empty space while working on the drainage shafts. It's a shame it's not an image of a nothing or two, but I guess a bear being killed will have to suffice.

That sounds so... **Wirejady**.

Also, what anniversary goes without multiple sacrifices? Bears and Forgotten Beasts should suffice for now, but something more dangerous and sentient must be absolutely thrown into a bloody mix!

Oh, sacrifices are a different thing. There is a pitchblende drawbridge in a remote area of the fort, and several z-levels below, on an obsidian platform - a weapon trap filled with large serrated steel discs and a few impractical artifact weapons. It's situated right above the place where Radavi's skeleton lies. The water there is full of severed body parts of the sacrificial animals. I tossed a few dozen llamas in here since I don't need them now that I have elk birds and rutherers.

The only "more dangerous and sentient" thing I have is my legendary warriors, and I'm not going to expose them to the Ebola-has-got-nothing-on-this syndrome. Population growth is at 0, and only because I'm trying hard to keep everyone as safe as possible.

And by the way, Forgotten Beasts don't enter the map any more. I must have exhausted their population.

prepared meals **65536**

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **May 05, 2014, 02:04:15 pm**

I think at this point you can just leave this fort alone for a hundred years, come back, and it will be fine. I still can't believe this is your first fort, BTW.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **May 06, 2014, 08:36:35 am**

If I could bother to learn how to use workflow, then yeah, that might work. On the other hand, however, the booze (over 16000 units) would last only a bit over 5 years, assuming 4 units per season per dwarf.

BUT I HAVE PROJECTS TO BUILD

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **MDFification** on **May 06, 2014, 08:40:51 am**

... what you need to do is run this save through DF Story Maker and post the results. The fort is bloody incredible.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **May 06, 2014, 09:07:20 am**

Never heard of it, what does it do?

Also thanks :)

<div>Contents:</div> <div><div>Longland beer [20]</div><div>dwarven ale [10]</div></div>
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Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **MDFification** on **May 06, 2014, 09:23:30 am**

Quote from: Hetairos on May 06, 2014, 09:07:20 am

Never heard of it, what does it do?

Also thanks :)

It reads your gamelog.txt and allows you to filter out announcements you don't like, creating a new, shorter file detailing the history of your fort from embark to the save, assuming you haven't deleted gamelog.txt at some point. For example, you can filter out everything except combat logs, births/immigration, deaths, invaders, and artifacts, basically making a *much* shorter summary of everything that's happened in your fort. That way you can pick through the history (or upload, and have other people pick through the history) of the fort without interesting happenings being impossible to find due to sheer volume. You can find it here (<http://www.bay12forums.com/smf/index.php?topic=128570.0>) if this sounds interesting to you. Although don't feel obligated to.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **May 07, 2014, 04:34:02 pm**

Hah, it's great to see this Fort is still going.

Quote from: Hetairos on May 05, 2014, 07:54:02 am

Oh, sacrifices are a different thing. There is a pitchblende drawbridge in a remote area of the fort, and several z-levels below, on an obsidian platform - a weapon trap filled with large serrated steel discs and a few impractical artifact weapons. It's situated right above the place where Radavi's skeleton lies. The water there is full of severed body parts of the sacrificial animals. I tossed a few dozen llamas in here since I don't need them now that I have elk birds and rutherers.

And also still demented. I like your brand of crazy, it's a practical kind of crazy.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **May 09, 2014, 11:35:40 am**

Quote from: MDFification on May 06, 2014, 09:23:30 am

Quote from: Hetairos on May 06, 2014, 09:07:20 am

Never heard of it, what does it do?

Also thanks :)

It reads your gamelog.txt and allows you to filter out announcements you don't like, creating a new, shorter file detailing the history of your fort from embark to the save, assuming you haven't deleted gamelog.txt at some point. For example, you can filter out everything except combat logs, births/immigration, deaths, invaders, and artifacts, basically making a *much* shorter summary of everything that's happened in your fort. That way you can pick through the history (or upload, and have other people pick through the history) of the fort without interesting happenings being impossible to find due to sheer volume. You can find it here (<http://www.bay12forums.com/smf/index.php?topic=128570.0>) if this sounds interesting to you. Although don't feel obligated to.

The log seems almost untouched (46,6 MB). I'm going to toy around with that tool later on, maybe put something up as a part of the story's reorganisation. I haven't tried anything yet, but it looks promising.

Quote from: Loud Whispers on May 07, 2014, 04:34:02 pm

I like your brand of crazy, it's a practical kind of crazy.

Practical crazy is best crazy! ;D

Three more Forgotten Beasts were captured; three more, plus an ape devil, are still at large. Almost all cages are now covered in webs, so it shouldn't take much more time. One of the bears survived by getting trapped itself and is now stuck in a hole together with four eldritch abominations, amidst rotting corpses, skeletons, blood and webs, surrounded by walls made of half-molten, red-hot rock. And occasionally watching a few of its kin being brutally murdered by said abominations.

→The Stray Giant Sloth Bear vomits and bits of it get stuck in the web.

The gem miners had a bit of a fight with rutherers, and one hauler was killed. The soldiers had to hunt them down on the narrow wooden walkways over a contaminated lake. Fortunately no one dodged the wrong way.

A new mayor was elected: Alath Tipmerchants, mother of 23. She and her husband had been given a special tomb, usually granted to military heroes, for keeping the population up. She likes boxes and bags and menacing spikes, so mandates should be easy to fulfil. Also she apparently killed a Forgotten Beast once. I expect her to hold the office for quite a while.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **MDFification** on **May 09, 2014, 12:10:34 pm**

Quote from: Hetairos on May 09, 2014, 11:35:40 am

Alath Tipmerchants, mother of 23.

Owner of 19 cats, friends with 107 dwarves.

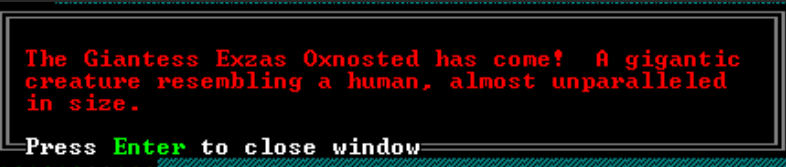
Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **May 11, 2014, 12:26:20 pm**

You're making it sound like a bad thing, but without her the fort would have been much weaker. The fort can only keep its population up through natural growth.

There are no cats here (and Alath has no preferred animal), and no one has any friends - all dwarves are too busy to ever go beyond "Passing Acquaintance".

And she has just given birth to another dorfling.

Along came a giantess - extremely long-haired, and very fat [insert "your mom" joke here]. Oddly enough, almost all her body parts were displayed as bruised. It disappeared as soon as she was first wounded.



No match for an angry dwarf with a hammer.

At the moment, a bear and one of the Forgotten Beasts are on the stairs, constantly webbed by another beast. I can't close the bridge they're on, because it will deconstruct. I can't drop a ceiling on their heads, since it will destroy the bridge and possibly break a few more things. I guess I have to wait until the bear dies of old age. It's a male, so no hope for cubs.

→A thief has stolen Atüllisig!

Oh hell no.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **May 11, 2014, 01:43:09 pm**

The giantess was clearly looking for a home. You monster.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **May 11, 2014, 02:27:05 pm**

Well, she refused to walk into my cage traps, so she has only herself to blame. I even sent the soldiers back behind the walls, but one hammerdwarf failed to listen and I had to give him reinforcements.

And now there's a weremarmot.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **NAV** on **May 11, 2014, 05:11:22 pm**

What was Atollisig? Was it a useful artifact or useless?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **May 12, 2014, 10:29:27 am**

Honestly, I don't remember, so probably useless. It's not like I keep track of all the amulets and other such things random dwarves feel like making from time to time.

Or it might have been a floodgate, which is slightly more painful. But only slightly.

EDIT: Nope, the floodgates are where they were.

Skills:

- [52] **Legendary +5 Weaver** 158 600xp
- [22] **Legendary +5 Thresher** 36 720xp
- [7] **Adept Tanner** 5 958/6 800xp (29,8%)
- [7] **Adept Grower** 5 920/6 800xp (26,7%) **V. Rusty**

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **May 24, 2014, 09:47:31 am**

The finals are over and I can go back to the fort.

I've been trying out some ASCII tilesets, but none were satisfying enough. I guess I just prefer the vanilla mix of seeing much of the map at once and easily readable text.



Work on the outpost is actually more advanced than this by now. Wooden staircases and bridges form the scaffolding, and the walls are obsidian. The last bear is still being webbed by the porcelain beast, so I'm working on a different spire instead.

The first dwarf to stand on Hell's floor was Minkot Colorlantern, mayor Alath's husband. He was promptly attacked and killed by Zikath Tombspukes the Bloated Crypt, a Forgotten Beast which had hidden somewhere in the unexplored part of Hell. Three soldiers were sent to defeat the beast, two of them legendary warriors and one a fresh recruit, Minkot's and Alath's son. I hoped he would get a chance to avenge his father's death, but it was Stakud Netdabble who landed the final blow. And slammed a steam devil which decided to join the fray with his shield, exploding it into pieces.

The Colorlanterns-Tipmerchants family in general hasn't been very lucky recently. A pumping accident (I should have known better than to attach a water wheel directly to a pump) ended in deaths of two babies because the mayor was working on the pumpstack at the moment. Alath herself had an encounter with a tick devil while working on the hell outpost. That's right, a noble suffered a *genuine unfortunate accident*. The demon, named Tombspoisons, was shot to death by Edem Slapmountain, who gained the title "the Pointless Rampages". Looks like metal bolts aren't necessary.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Melting Sky** on **May 24, 2014, 03:48:02 pm**

Truly an epic fort by any measure, perhaps the most epic first fort ever founded.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **June 12, 2014, 10:24:29 am**

Quote from: Hetairos on May 24, 2014, 09:47:31 am

The finals are over and I can go back to the fort.

...well, I should have followed that up with some updates, right? Unfortunately, my video card had a different opinion. Figuring out the problem and finding a replacement for the card took most of the time since the last update, and obviously no progress has been made in that period. Sorry, everyone. rip radeon 4890 ;_;

As a compensation, I'll outline my Hell "colonisation" plan. It begins with constructing staircases down to the underworld's floor and surrounding them with obsidian walls extending to the ceiling, since all demons, even the wingless ones, are able to fly. These hollow obsidian columns are supposed to be the starting points - beachheads for later expansion. Anything needed for future construction will be moved there. Then I'll connect the columns with similarly built ways, which will create an L-shaped fortified area. Turning the "L" into a square will completely enclose the central section of Hell and mark the end of the final stage of colonisation. After that... all kinds of !!fun!! engineering await.

In more mundane news, a kobold thief stole an artifact adamantine splint, worth over 700 000 ☼. I'm afraid the kobolds will start sending out ambushes if they grab anything more. My plan is to construct an artifact vault in Hell out of steel and electrum. For now, I put a dozen of giant sloth bears in the temporary artifact stockpile. However, a weaponsmith created an armour stand (sic), Glidedanger the Vise of Guards, worth about as much as the splint, and more useful. I'm trying to devise a minecart-based timer for the silk farm, and perhaps construct a new, improved one with the new GCS I captured.

Otherwise, life in the fortress proceeds as usual.

```
FPS: 100 <79>      {*quartzite coffer*}

Weight: 112Γ      Basic Value: 40*

Contents:

{magma [50]}
```

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **McDonald** on **July 14, 2014, 02:46:57 pm**

wat

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **July 15, 2014, 01:32:56 am**

Dwarves storing magma instead of clothes in their coffers... Yes. **That** is Wirejade. Any news about hell colonization?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **July 22, 2014, 07:33:14 pm**

I've been putting this off for far too long, haven't I?

```
Quote from: McDonald on July 14, 2014, 02:46:57 pm
wat
Quote from: Sarrak on July 15, 2014, 01:32:56 am
Dwarves storing magma instead of clothes in their coffers... Yes. That is Wirejade. Any news about hell colonization?
```

No storing is involved here; these are coffers I tossed out into the magma sea a long time ago when I was replacing the old furniture with electrum. I forgot some of it was made of magma-safe stone or metal. Only a few coffers are filled with magma for some reason. One day I might obsidianise the place, retrieve it all and sell to elves. Together with the magma, of course.

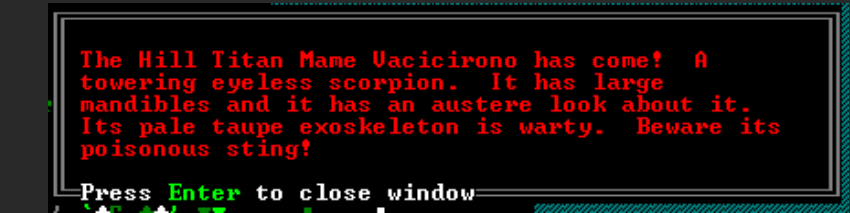
Also dwarves store their clothes in cabinets, not coffers/chests. Not that it matters much.

The colonisation has moved forward slightly, but in general it's not going as quickly as I'd like it to. It's all a matter of luck. If the game spawns a batch of demons too close to where I'm building, a few months long lull in construction follows. And a few months are quite a lot of time at 7-11 FPS. But if they end up on the other side of Hell, I send down all my masons and get as much as I can done (not a lot) before they leave, or notice my dwarves. Once I connect the first two columns I may start working on something that will let me react in a less passive way. I put a scoutcock in there to get a better look on the underworld's topography, since the war giant eagle didn't do a very good job. And it found a something, not to mention too many eerie glowing pits.



For now, I'm finishing the minecart watercannons. The fort is situated in a river valley, and its western side is 2 z-levels higher than the east. I had to build a cistern, a pumping tower with an aqueduct, the power supply (remember the water wheel incident?) and link it all together. Two depth-triggered pressure plates are meant to automatically refill the cistern if the water level falls too low. I have yet to see if it really works. I'm keeping a lever just in case. The mechanics are going to be busy - there are four linkages per cannon, and tens of cannons to complete.

In the meantime, the dwarves got an unexpected guest.



Forgotten Beasts used to be regular visitors, but the last time I got a titan was somewhere in the early days of the fort. 130's, I think. There might be some engravings around, but I'm too lazy to check them all out. This one took quite a while to smash, leaving behind a large pool of white ichor. Ber Hammerbearded can apparently punch with the force of a war hammer.

Also I accidentally smashed the last of my starting seven, Shorast Howlrock, legendary in three skills, when she was collecting webs in the silk farm. Because I just *had* to make the drawbridges two tiles wide.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **September 02, 2014, 04:15:31 pm**

Two levels of the wall of the hallway connecting the two columns are almost in place. Some Tiger Iron Demons spawned far away and stayed in one place, giving me 4-5 months for uninterrupted work on the fortifications, followed by a successful evacuation. I'm still extremely careful. Flyer pathing cannot be trusted, and I want to keep casualties at the absolute minimum.

This was however preceded by a failed attempt, which ended in deaths of two civilians and a recruit to a Slug Demon, called Tombsriddles from then on. Mosus Zenithposts the Walled Domain of Worshippers, a grand master swordsdwarf would've almost died thanks to a small oversight on my part. The lever controlling the bridge which could block the demon's way wasn't in the burrow to which I had sent away the civilians, so no one could pull it. Before I could fix my mistake Mosus was already taking a pounding. He lost a leg, and his right arm was heavily damaged. You'd think adamantine gauntlets would protect his wrists against monster bites, but no. Tombsriddles began to strangle him with his wings, which paradoxically saved his life. Before he suffocated, a rescue party had bashed the demon's brain in. Mosus survived all this, although barely, and remains in traction at the hospital. Every two days he gets diagnosed. At least the medics get some training.

```
Mosus Ibelïteb Adilróth Artum, militia captain
"Mosus Zenithposts the Walled Domain of Worshippers"

upper body      Unconscious
lower body      Exhausted
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand      Pale
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
```

palm wheelbarrow <#307>
slug demon meat [10?]
Food Stockpile #307
Smooth orthoclase Floor

One of the spires was flooded after I pulled some old, forgotten lever. Collapsing a floor tile on the staircase only knocked my miner into the water, where he drowned. A huge chunk of obsidian wall did a better job. I had to open the passage to Hell to let the water drain. A Specter of Flame took the opportunity... Two dead, including one recruit. In the end it got into the well chamber, where a marksdwarf finished it off. The place is already surrounded by fortifications to let the dwarves fire at a target inside, and I'm going to add tens of upright spears to it. Wirejade has no shortage of steel. I really need more marksdwarves - they're extremely effective against all demons made of easily destroyable materials.

The newly discovered adamantine is being mined out, but the spire goes straight through the magma sea. I can cast an obsidian shell around the ore, but the nearest source of water is ~80 tiles away. Still, it should be worth the effort. The spire seems to be richer in adamantine then the other ones, and the area of Hell below it is far away from any demon spawn points. Creating an underworld entry point there could considerably speed up the colony construction.

One of the few remaining elite marksdwarves, Dishmab Axeact the Livid-Beguiler Bone of Lances, died of old age. Zasit Waxycrystal, a hammerlord, acquired the title of "the Land of Fingers". Okay, I guess?

Spoiler (click to show/hide)

Weight: 15202fBasic Value: 1500*

Contents:

horse hair thread
horse hair thread
rope reed fiber thread
rope reed fiber thread
horse hair thread
forgotten beast hair thread
rope reed fiber thread
rope reed fiber thread
horse hair thread
yak hair thread
forgotten beast hair thread
rope reed fiber cloth
rope reed fiber cloth
=rope reed fiber cloth=

f: Forbid
m: Melt
d: Dumph: Hide
v: Description

←+/*: ScrollEnter: View selected

Set Follow Hotkey <F1 etc.>: None

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **September 05, 2014, 03:01:26 am**

So, while demons and dwarves steadily die, Hell remains unconquered as for now? How is dwarven population? Nothing to worry about yet?

You're doing an excellent job maintaining all this madness, but we won't mind a bit more regular updates.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Julien Brightside** on **September 10, 2014, 04:53:55 am**

Hehe, still find this fortress interesting.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **September 21, 2014, 02:45:44 pm**

Forgive the late answer, I was away from DF and the Internet for a while.

Quote from: Sarrak on September 05, 2014, 03:01:26 am

So, while demons and dwarves steadily die, Hell remains unconquered as for now? How is dwarven population? Nothing to worry about yet?

You're doing an excellent job maintaining all this madness, but we won't mind a bit more regular updates.

As for your first question, the answer is more or less yes. I keep doing my best to minimize the likelihood and possible consequences of such incidents, but they still happen from time to time. There has been an encounter with White Demons (I think) recently, and it ended with one dwarf dead. Another time Steam Devils popped up nearby and assaulted the dwarves, but fortunately they are incapable of dealing any damage except in indirect ways such as pushing enemies off walls and such. This is what happened to Ber Hammerbearded. His leg was broken, he passed out and the demon kept on attacking him, but he woke up and began to fight, dancing in circles right on the edge of an eerie glowing pit.



While Steam Devils can lose limbs to the smallest amounts of damage, they are just as good at evading it as any other type of demon. Having someone hit them in a 1-on-1 duel without legendary combat skills is extremely rare. Ber bashed it into pieces with his artifact bone buckler. His squad has been moved from the surface to the forges, by the way. Ranged support may be very useful down there.

The construction continues at a steady pace, as the demons are staying away from the fortifications at the moment. Success is measured in tiles of wall per unit of time. The channel meant to grant me another entry point is currently being worked on and nearing completion. The stone will most probably be turned into mechanisms. The whole thing may take a year or two, however the wait should pay off. I thought about creating something nicer for the animal training zone than a random hole in the ground, but that's a project for when Hell is inaccessible.

The population is 176 citizens, so while the fort is nowhere near extinction, just about any larger project is severely slowed down by the lack of dwarfpower. The number of idlers rarely reaches double digits.

I haven't been playing a lot of DF lately, so the most recent events all took place during the last two in-game years or so. I hope to pick up the pace now, but I'm not promising anything. If everything goes right, updates should become more frequent. I'm still surprised how far did I go without anyone calling me out on the update speed ;)

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **dwarf_reform** on **September 21, 2014, 05:09:22 pm**

Just got done reading this complete thread for the first time, and the last thing I expected was to see that its still surviving :O Totally shocking :) I get a siege of 80 undead against my 80 dwarves in my last fort, suffer between 15-20 casualties and *just barely* avoided losing the whole fort to tantrum..

This is an epic piece of work!

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Dwarf4Explosives** on **February 26, 2015, 10:53:28 am**

Serious necro, but I just realized that this Forgotten Beast was basically what Quetzalcoatl would be if his stance on human sacrifice didn't apply to dwarves.

Also, holy fuck this is metal.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **February 27, 2015, 06:49:39 pm**

A feathered serpent... How didn't I realise it before? Or maybe I did and forgot afterwards. It was certainly the end of an era for the fort.

And it's not a necro if it's still going, he he :)

So this took a while. I really have no excuse this time: I had time and I wasn't tired or busy with much except for a month of exams. I can only beg your forgiveness and aim for making steady progress.

I was going to update only after something significant happened, not wanting to bother anyone with what's essentially "more wall was built, also some dwarves died". I preferred to wait until some sort of a milestone. What happened, then? Well, there was a birth. First one in eight years. It was a girl, born to Momuz the mechanic and Zasit the miner. Agile and strong. Likes steel, gauntlets and voracious cave crawlers for their scary mouths. She's got a bright future ahead of herself, unless demons punch her head in or she deconstructs the wrong wall.

There is quite a lot of wall now, though - the western side is almost completed, and I'm more than halfway through the northern part and making good progress.

Hell construction attempts have been hindered in the past by obsidian shortages - basically building faster than I can provide resources. I'm trying to up the production hard and assemble massive stockpiles whenever I can't go and build because of demons running around. I feel I'm getting better at this. Things are progressing faster. The easternmost spire is still blocked by a few Forgotten Beasts I was trying to trap, and a bait bear. They all got stuck in webs instead and I can only wait for the bear to die of old age. I don't want to simply collapse the ceiling on their heads - one is a giant steel cockroach that will provide endless practice for all marksdwarves.

The new birth set the population at 169 dwarves. A miner died in the cooled magma pool in unknown circumstances, and his body was only dug out later. A couple of other dwarves was lost because they decided to spend breaks in random spots in the underworld. Risen Matchedpage had his legs and a hand broken by a kobold thief with a power dagger, years after another kobold made him a partial paraplegic. Poor bastard. The thief was killed by Kogsak Counsellergold, who acquired the nickname of the Lauded Clasp of Elevating. A minotaur arrived and was quickly killed with a hammer. I brewed away all the plants, going from ~10 000 to 0 and putting the drink stockpile at over 20 000. I'll let that drop down to about half that number and then try to keep each type of beverage at 500 with ad-hoc farming. For now I can dump the surplus pots on the elves.



The current goal is to wall off hell before Wirejade hits one hundred years. 14 years left; I believe I can manage that if I keep up the pace. Then the tedium will end and the real fun can begin. :D

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **February 27, 2015, 07:05:33 pm**

Next you should line the entire map edge with cage traps. Bonus points if you do the caverns too.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Foton** on **February 27, 2015, 08:50:28 pm**

I suspect that FPS is awful.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Pencil_Art** on **February 28, 2015, 03:12:28 am**

Looking good. Colonizing Hell is an experience not many get.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Dwarf4Explosives** on **February 28, 2015, 06:36:52 am**

This is *still going*? And it's about to hit the 100-years-old mark too. Your *first fort*. That's even more impressive than I thought.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **February 28, 2015, 09:38:35 am**

Quote from: Hetairos on February 27, 2015, 06:49:39 pm

Well, there was a birth. First one in eight years. It was a girl, born to Momuz the mechanic and Zasit the miner. Agile and strong. Likes steel, gauntlets and voracious cave crawlers for their scary mouths. She's got a bright future ahead of herself, unless demons punch her head in or she deconstructs the wrong wall.

Wirejade lives! All hail to Hetairos!

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **February 28, 2015, 04:49:50 pm**

Quote from: TheFlame52 on February 27, 2015, 07:05:33 pm

Next you should line the entire map edge with cage traps. Bonus points if you do the caverns too.

There isn't much that can be caught in the traps any more. Maybe werebeasts. I'm on an island, so no sieges. Only the second cavern has some wildlife that occasionally wanders into the traps around the entrance. There are still some left in a few spots, and they're probably the most redundant part of the fort's defensive system.

I am planning on paving the inside of the fort with electrum, though.

Quote from: Foton on February 27, 2015, 08:50:28 pm

I suspect that FPS is awful.

I get a steady 9-12 FPS with ongoing Hell constructions (a lot of long distance pathing), and slightly more without. Not so bad, but all those attempts at decreasing the amount of items are supposed to improve the framerate as much as possible. We'll see.

Quote from: Sarrak on February 28, 2015, 09:38:35 am

Quote from: Hetairos on February 27, 2015, 06:49:39 pm

Well, there was a birth. First one in eight years. It was a girl, born to Momuz the mechanic and Zasit the miner. Agile and strong. Likes steel, gauntlets and voracious cave crawlers for their scary mouths. She's got a bright future ahead of herself, unless demons punch her head in or she deconstructs the wrong wall.

Wirejade lives! All hail to Hetairos!

That reminds me, I have yet to start the matchmaking project. I could get more regular population growth, but not without drawing upon the workforce. It will have to wait until I'm done at lest with the basic fortifications.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Julien Brightside** on **February 28, 2015, 10:09:32 pm**

Are the elves on the same isle as you?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **March 01, 2015, 06:55:02 pm**

Yes. They bring me neat war animals from time to time.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **March 01, 2015, 07:06:42 pm**

What do you use to keep your FPS up?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **March 04, 2015, 07:08:07 pm**

DFHack bugfixes? But they don't provide any massive boost, and the new version doesn't need them. I lock out larger areas not currently in use. I fiddled a bit with the traffic designations, no idea if it actually helped with anything. I try to keep the item count from increasing, too. That's pretty much all I remember. The framerate definitely improves when the idler count gets larger.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **March 04, 2015, 07:34:01 pm**

How do you keep the fort clothed?

I'm asking all these questions because I've got a fort, Bastiongate, that I'm in in for the long haul with. I keep FPS up by caging my pets and lowering the GPS. And I *still* only get 8 FPS.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **March 05, 2015, 08:23:40 am**

The raw materials are provided by a silk farm (those things have a quite huge output) plus a herd of alpacas, but it doesn't have a big impact. The farm has a minecart-powered timer set to close the door for a week and leave them open for 16 days, so the webs can be harvested. Before that I just grew rope reed and pig tails, it's not difficult to overproduce crops. Dyes are provided by ad-hoc farming - a year or two is enough to build up a stockpile for a long time. A separate building outside the fort's walls houses the water mills used to grind up the plants.

I have 4 weavers, 6 clothiers and 5 dyers, all legendary. They have been providing clothes for the entire fort for many, many years, so it shouldn't come off as a surprise. They aren't working full time - I occasionally check inventories of random dwarves to see which clothes are tattered, then order batches of those at the manager. Usually they are done in next to no time. It's enough to keep all dwarves wearing only a few slightly damaged items at all times, seemingly enough to fend off unhappy thoughts from old clothing.

Ask away if anything's unclear, or could be elaborated upon, or simply seems interesting for some reason. It helps fill the void between larger updates ;) By the way, what do you mean by GPS?

A stonemason and one of my marksdwarves had another baby, a son called Erush Sealslings. He should make a fine soldier or animal trainer, or perhaps both. I'm wondering now if the lack of children for the few past years hadn't been the effect of some obscure bug.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **MDFification** on **March 05, 2015, 08:29:51 am**

Quote from: Hetairos on March 04, 2015, 07:08:07 pm

DFHack bugfixes? But they don't provide any massive boost, and the new version doesn't need them. I lock out larger areas not currently in use. I fiddled a bit with the traffic designations, no idea if it actually helped with anything. I try to keep the item count from increasing, too. That's pretty much all I remember. The framerate definitely improves when the idler count gets larger.

Ironically enough you can increase your FPS by making your fort more open. It takes fewer pathing calcs to move a dwarf through a wide, open vista than through your typical corridor design with adjacent rooms.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **March 05, 2015, 09:18:34 am**

I've got three weavers, one dyer, and two clothiers (one died), all legendary. They make lots of pig tail and smoke weed fiber clothing, which my bone carvers decorate because I have nothing better to do with all this bone.

Every so often I autodump destroy all my excess dye and grind new stuff. It works pretty well.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **March 06, 2015, 06:19:30 pm**

Quote from: MDFification on March 05, 2015, 08:29:51 am

Quote from: Hetairos on March 04, 2015, 07:08:07 pm

DFHack bugfixes? But they don't provide any massive boost, and the new version doesn't need them. I lock out larger areas not currently in use. I fiddled a bit with the traffic designations, no idea if it actually helped with anything. I try to keep the item count from increasing, too. That's pretty much all I remember. The framerate definitely improves when the idler count gets larger.

Ironically enough you can increase your FPS by making your fort more open. It takes fewer pathing calcs to move a dwarf through a wide, open vista than through your typical corridor design with adjacent rooms.

And here I thought large open spaces are to be avoided. I guess it still applies to ones which serve no practical purpose. The food processing level must be a pathing nightmare. So are a few other locations, but they don't have nearly as many dwarves going through them.

Quote from: TheFlame52 on March 05, 2015, 09:18:34 am

I've got three weavers, one dyer, and two clothiers (one died), all legendary. They make lots of pig tail and smoke weed fiber clothing, which my bone carvers decorate because I have nothing better to do with all this bone.

Every so often I autodump destroy all my excess dye and grind new stuff. It works pretty well.

That seems good eno- wait for a second...

Quote from: TheFlame52 on March 05, 2015, 09:18:34 am

They (...) smoke weed fiber clothing

You *might* have a little problem.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **March 06, 2015, 06:48:15 pm**

Heh heh heh. I love it when people notice that. They're pretty much pig tails but fireproof. They're from Blood for Armok, from way back from when it was called Fire Imp Civilizations.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **March 27, 2015, 03:54:25 pm**

So I'm planning on walling off hell in Bastiongate, Wirejade style. How did you do it? Crossbows everywhere? Live demon trap so no more wander in? Sheer dwarfpower?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **March 28, 2015, 08:22:04 pm**

Now what I'm wondering is how on earth you keep your dwarf pop relatively stable. If child births are a once a decade occurrence, do migrants make the dangerous journey to wirejade still?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Dwarf4Explosives** on **March 29, 2015, 09:03:33 am**

Live demon traps are as far as I know the most common way to do it, but setting things up so that you can ballista-spam certain areas if necessary also works.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **March 29, 2015, 12:22:25 pm**

Quote from: TheFlame52 on March 27, 2015, 03:54:25 pm
So I'm planning on walling off hell in Bastiongate, Wirejade style. How did you do it? Crossbows everywhere? Live demon trap so no more wander in? Sheer dwarfpower?

Mostly by ~~exploiting~~ utilising peculiarities of demon pathfinding. While the big wave which spawns when you breach hell does actively assault the fortress, the ones which occasionally wander in from the edge of the map usually don't. Sometimes a group of demons appears on the other end of hell and stays there for a few months doing nothing. Or one leaves the group and goes straight for your masons. Or they spawn right next to whatever part of the wall is being worked on at the moment and force you to evacuate everyone immediately. Or they seem to be doing that, but actually just reach a different corner of hell and leave.

As a general rule, most of the time the demons will chill where they spawned, until something wanders into their line of sight or, worse enough, attack them. Like a dwarf deciding taking a break next to the demons is a fun idea. Or a hapless hauler trying to retrieve something dropped during the last evacuation. Not that they can't get up and attack for no discernible reason at any moment, so their position must be constantly monitored. Leaving the game to run in the background is likely to result in ragequitting. Keeping the military with heavy ranged support is a good idea. Sticking artifact furniture near the spawn points is a good, if a bit exploity idea, but the demons can still miss it and go for something way more squishy.

By the way, you inspired me to cage at least the baby animals (the last time I tried caging adult ones they stopped procreating). The framerate boost is very definitely noticeable - I got up to 15-16 FPS at some occasions, compared to the usual 12, maybe 13.

Quote from: Loud Whispers on March 28, 2015, 08:22:04 pm
Now what I'm wondering is how on earth you keep your dwarf pop relatively stable. If child births are a once a decade occurrence, do migrants make the dangerous journey to wirejade still?

It's only stable if "slowly declining" counts as stable. There have been no migrants or dwarven caravans for over 50 years. Here it began. (<http://www.bay12forums.com/smf/index.php?topic=123997.120>) Putting it shortly, an incredibly obscure bug which occurred when the last caravan was leaving is the root cause of all this. That's the entire reason natural population growth is absolutely vital.

Quote from: Dwarf4Explosives on March 29, 2015, 09:03:33 am
Live demon traps are as far as I know the most common way to do it, but setting things up so that you can ballista-spam certain areas if necessary also works.

I never had much luck using ballistas (ballistae?). Too much effort for too little gain if you ask me. Crossbows and fortifications are more reliable.

One interesting solution is massing war animals. Demons are mighty, but their numbers are low. They will only target one creature at a time and usually pummel it into a bloody pulp, and only then move on to the next one. Meanwhile, the rest of the animals can attack with impunity. Many of their attacks will miss, but eventually they should bring down anything not made of metal. With massive casualties, but hey, they're expendable. Unless the demon is a fire-breather or has deadly dust, those may be difficult to defeat this way.

A group of Slush Banshees is trying to destroy a floor hatch they can't damage, and as long as they stay unprovoked the dwarves can keep working in peace. Thanks to that the northern wall is almost finished, and that means I'm about half done with walling off hell. I will have to kill them off to clear the area for the southern part of the fortifications, but that's a while from now. The constructions in the east should be safe for the most part. Thanks to a ridge there I don't have to build such high walls, so it's hopefully going to take far less time. The wall in the north is 5 z-levels high in some places.

Three dwarves died of old age. All legendaries, which kind of comes with age - one a metalworker. I have more, but it's still a loss. Two miners, one legendary, died in cave-ins while working on what is now the obsidian farm in the magma pool. It's not easy to spot one-tile holes in muddy obsidian floor, and any collapsing tile opens a hole straight to the magma sea. At least it's working now, I guess.



The casualties were partially offset by two new kids. Same couple as before. Also one dwarf broke quite a few bones when someone deconstructed a bridge beneath him, but he got better.

The military saw some action thanks to a minotaur. It didn't take long - a spear to the left leg, a hammerstrike to the right, and another one to the head. Plus a few more in between, not that they matter.

Three adamantine artifacts! An animal trap, a crutch, and a bucket. Oh well, at least I have a nicer well now. And now that my GCS is dead I no longer have a silk farm. Time to get used to cloth again.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **March 31, 2015, 07:18:02 am**

You know, I had to reread this thread to find out how you managed to build all of this in Hell without so many Dwarves dying. Then I read this:
Quote from: Loud Whispers on June 27, 2013, 11:04:25 am
It seems that in every update Dwarves have been casually bursting into flames. Can't be good for the health I imagine.

And remembered that they *did* all die. And the unlucky ones lived.

Spoiler: **Evolution of Hetairos's psyche** (click to show/hide)
Quote from: Hetairos on March 16, 2013, 05:07:48 pm

Current death count: About 100 and increasing, 339 dwarves alive.
It isn't over yet.

Hetairos fights against the darkness, urging the Dwarves to endure hell.

Quote from: Hetairos on March 16, 2013, 09:05:56 pm

SO MUCH BLOOD SO MUCH MIASMA ARMOK HELP US

The results are of mixed success.

Quote from: Hetairos on March 22, 2013, 10:22:31 pm

Since I'm probably not going to regain access to the corpses soon, I commissioned 150 slabs and engravings in the new burial chamber.

Pragmatism overtakes sentimentalism.

Quote from: Hetairos on March 28, 2013, 06:21:36 am

Why is the mason on fire?

Incineration overtakes pragmatism.

Quote from: Hetairos on March 28, 2013, 06:01:28 pm

At least no important dwarves were lost.

Hetairos implements a demon killing plan.

Quote from: Hetairos on March 30, 2013, 11:53:11 am

I hope nothing important catches fire.
...
I'm trying to figure out how creeping eyes vomit despite not having a mouth.

Hetairos's words speak for themselves. Or vomit for themselves.

Quote from: Hetairos on April 01, 2013, 06:19:04 pm

WELCOME TO FUCKING WIREJADE!

I hope you like dragonfire!

Key word in the last quote was 'important.' I have an image for this:



Quote from: Hetairos on April 14, 2013, 01:07:41 pm

Dwarf Fortress definitely has quite a few things left in store for me.
...
As it turns out, even a gravely wounded demon with a dozen metal bolts firmly stuck in its body is perfectly capable of ripping a dwarf's guts through masterwork steel armour.
...
Migrants, why aren't you coming? You can take potshots at demons here! Crossbow and ammo for free!

Erm...

Quote from: Hetairos on April 21, 2013, 09:53:04 am

One of the flame demons has somehow killed itself in a remote part of the caverns. It just... somehow rammed itself into the ground and exploded.

The demons of hell begin committing suicide in a desperate attempt to escape the greater hell that resides within Hetairos's now increasingly warped mindscape.

Quote from: Hetairos on April 28, 2013, 06:43:18 am

She would have probably survived, but a FB appeared and bit her head off.

Hetairos gains the 'does not care about anything anymore' trait.

Quote from: Hetairos on May 04, 2013, 12:07:12 pm

He was lucky enough to get kicked through the fortifications before suffering too much damage, however his lower spine has been destroyed and he'll never walk again. Still, the plan has served its purpose well.

[Everything going according to keikaku intensifies]

Quote from: Hetairos on May 08, 2013, 07:27:16 pm

MIGRANTS! WAHAHA!

...

I hope you like dragonfire!

A young woman with dark hair and bangs, wearing a school uniform consisting of a blue shirt, a red and blue striped tie, and a dark grey sweater, is holding a white rectangular sign above her head with both hands. The sign has the text "Everything will be fire." written on it in a black, handwritten-style font. The word "fire." is in red. She is standing in front of a green bulletin board with various papers pinned to it, and a white door with a silver handle is visible behind her to the right.

Dwarf Fortress definitely has quite a few things left in store for me.
...
As it turns out, even a gravely wounded demon with a dozen metal bolts firmly stuck in its body is perfectly capable of ripping a dwarf's guts through masterwork steel armour.
...
Migrants, why aren't you coming? You can take potshots at demons here! Crossbow and ammo for free!

Erm...

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He was lucky enough to get kicked through the fortifications before suffering too much damage, however his lower spine has been destroyed and he'll never walk again. Still, the plan has served its purpose well.

[Everything going according to keikaku intensifies]

1. Migrants arrive
2. Migrants arrive

That sums up Plan A...

...and that Plan B. Both didn't work.

Occasionally, dwarves still bleed out and fall dead. Inspection of the clothing doesn't reveal any forgotten beast extract coatings on the clothes or the body. Majority of those incidents has taken place in the main dining room, an area far away from any possible dust residue. I commissioned 90 pairs of leather shoes, hoping to prevent further deaths, if stepping in it is the cause.

Hetairos tries

It looked like a dwarf's entire supply of blood was ejected out of his/her body within about 2 seconds. I wish an excessive amount of blood on one tile could spread to the neighbouring ones, creating multi-tile pools. The first level of caverns would probably end up looking like some horrific slaughterhouse. Then again, it kinda was one...

Hetairos stops fighting the dark, becomes it instead

Sigh... why are things bleeding to death again?

It keeps happening

[illegible]

[Hetairos has become stark raving mad!]

Flour, blood, sugar, devil goo... oh, and of course antman ichor.

Hetairos details how Hetairos obtains nourishment in delicious Hetairos special cake. It is Hetairos.

In other news, the sacrificial shaft is finally working.

Now you're thinking like a DF player!

This is a thing of rare and exceptional beauty. Also disconcertingly accurate.

To be continued...

Quote from: TheFlame52 on May 08, 2015, 07:46:12 pm
The live demon trap worked perfectly, the Hell Bastion has been complete for like two weeks but I forgot to post here. Did I beat you or not?

You might have for now, I haven't done much since last time beyond starting the eastern wall. And moving wool production outside the fort.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **grisha5** on **July 08, 2015, 01:28:26 am**

sorry for the necro...are you even playing?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **July 08, 2015, 05:56:51 am**

Quote from: grisha5 on July 08, 2015, 01:28:26 am
sorry for the necro...are you even playing?
I'd assume Hetairos is and is just waiting for sufficient stuff to report about

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheBiggerFish** on **July 08, 2015, 11:39:19 am**

pokes
runs away screaming from the unleashed demons
((You still going, there? If this isn't in the Hall of Legends it should be...))

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **July 08, 2015, 12:13:26 pm**

It is.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **July 22, 2015, 02:11:51 pm**

This would've been out about three weeks ago had I managed to cram it in before I left. Sorry, everyone. There is definitely enough to report on.

First, there was a cyclops. Nosost Inkglitter the Dutiful Mountain was his name. I thought he's just going to end up smashed to death with hammers like most such visitors, but he walked straight into a cage trap. I'm not sure what to do with him now. He might make a good dining hall decoration.

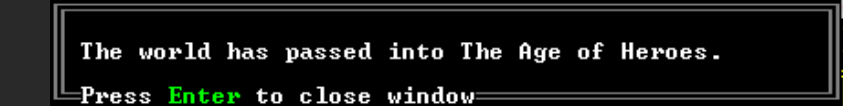
So that was easy, especially in comparison to what came next.



Fighting fire creatures is always tricky, not because of their rather laughable toughness, but their ability to quickly inflict a lot of damage. Fiery breath might be blocked, and hopefully dwarves will avoid burning vegetation, however this is not the case for fireballs. Pray they miss or hit something on their way to the target, otherwise casualties are guaranteed. Clever traps are helpful as long as the beast walks into them.

I closed off the fortress for the first time in years, only to realise it can just fly over my fortifications. Soldiers were sent to the walls, soon followed by citizen crossbow militia. The latter took the titan out after it decided to hover over the moat and fling fireballs at everything. Total casualties were one militia dwarf, a number of alpacas and elk birds, and one dumb horse which got itself cornered by spreading fire. There was also a lot of smoke inside the fortress shortly after coming from an unknown source.

Soon after, at the beginning of the next year, there was a rare announcement.



Fort's population was reduced to 160 dwarves by accidents and old age. One of the few dedicated marksdwarves died, making militia even more vital for missile support. A mason was killed by a magma crab. I couldn't even find the place it crawled in through.

Construction in Hell is slowly proceeding, and I don't think I can speed it up more. There is a bunch of demons stuck below one of the adamantine spires, and I'll soon arrive at the point when I'll have to get them out of the way. The plan is to stick all the war dogs in Wirejade into one cage, place it in Hell, close the way back and open another, then release the animals. They should pass by the demons on the way there, and provoke them into attacking. Even if the demons win, they should be weakened enough for the military to take them out without casualties. I want to get rid of the dogs anyway. I have more war animals than I could ever need.

The bear stuck in the easternmost spire has just died. I'll start fiddling with the place soon. Let's hope I don' mess up the levers.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheBiggerFish** on **July 22, 2015, 02:30:22 pm**

Welcome back! Also, yay!

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **July 22, 2015, 02:49:55 pm**

I feel I should add this isn't dead unless I proclaim it so. I'd probably upload a savegame if that were to happen.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **July 22, 2015, 05:02:32 pm**

Behold the coming of the Age of Heroes! And wait for dogfight with daemons.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **July 27, 2015, 06:24:32 pm**

I always hate it when I see a champion Dwarf, emerging undefeated - only to see them ignite. I once even managed to unleash a flood from an inactive quarry farm to save a champion marksdwarf who had been set on fire... Water puts out fires, but does not undo wounds. One thing I find funny is that these fire beasts can set your cage traps on fire but once caught cannot, even if they are trapped within wooden cages. Dwarven engineering is serious stuff.

And I'm not hopeful for the war dogs, but they should at least bruise one demon.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Taupe** on **July 28, 2015, 09:51:00 pm**

Quote from: Loud Whispers on July 27, 2015, 06:24:32 pm

I always hate it when I see a champion Dwarf, emerging undefeated - only to see them ignite. I once even managed to unleash a flood from an inactive quarry farm to save a champion marksdwarf who had been set on fire... Water puts out fires, but does not undo wounds. One thing I find funny is that these fire beasts can set your cage traps on fire but once caught cannot, even if they are trapped within wooden cages. Dwarven engineering is serious stuff.

And I'm not hopeful for the war dogs, but they should at least bruise one demon.

It's not the cage itself that keeps the target restrained, but the very idea of captivity. It's very psychological.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **September 18, 2015, 05:02:41 pm**

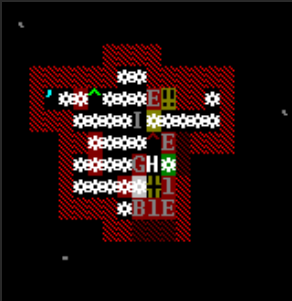
Strange, I was never notified about these replies and I swear the thread is marked as read whenever I post. Cages are magic indeed, after all they can be submerged in magma and as long as they don't burn or melt whatever's inside will remain unharmed.

The dogs were successful, and by that I mean they were mostly brutally murdered, the Slush Banshee punting them into walls and off ledges, only suffering minor scratches in the process. However, shortly after it and the other demons left, making the southern area of Hell safe to access, which is exactly what they were expected to do. Wirejade has been an extremely busy fort ever since, with the constantly ongoing construction of walls, scaffolding and extracting the last chunks of adamantine from the local spire. I'm thinking of making a tunnel leading there so the dwarves don't have to path through the caverns. Obsidian shortages hampered the construction sometimes, but now the farm is running again and so far keeping up with the demand. I have to pull plenty of levers.

It turns out that in eerie glowing pits you can only build if there is access from the side - a downward staircase on the level above won't work, with the tile marked as "blocked", as if there was a wall there. Not inaccessible, just blocked. Building from the pit's edge is however very much possible, which means I have to construct pathways to where I need something built, without using bridges because a supporting structure is necessary. Deep chasms are a pain to put walls on.

Population is at 152. Some dwarves died of old age, some to accidents. A glitch cave-in in the obsidian farm claimed a miner's life. I accidentally walled in an animal trainer while moving the training zone, and dehydration killed him. The oddest case was the dwarf found dead in the old throne room, sitting on the throne in a pool of his own blood. I have no idea what could've caused this. There would've almost been another casualty, but strangeness happened. A dwarf was knocked into water I was trying to remove from the obsidian farm by a cave-in, naturally unconscious, but didn't start drowning. Instead, she began to gain swimming skill, and got all the way up to Skilled (still knocked out) before I lowered the water level enough for someone to rescue her from starvation.

The eastern spire, where FBs were trapped, remains infested. Some bug is preventing the steel cockroach one I want to capture from falling into webbed traps, and the web spinner is naturally immune to them. Everything else is caged, including a demon. I don't remember if a cave-in would work. Probably not. I'll have to lure them out of there with war animals, straight to the containment area. It's going to be difficult. On the surface a minotaur child called Alnis walked into a cage, and has since grown up into an adult minotauress.



A few batches of crundle eggs hatched, and now I'm waiting for them to lose their training so I can use them as target practice. I got some new elk birds and giant eagles too. Breeding elk birds is difficult, because they're both egg-layers and grazers, and can't eat while in the nest. I got rid of my beehives, though. They were too buggy and not worth dedicating dwarves to beekeeping for what they offered. I can now sell them and the jugs. I hope the dwarves enjoy their last batch of mead. It's kind of sad seeing the hives left abandoned in pools of royal jelly.

```
Stray Elk Bird Hatchling <Tame>
Stray Elk Bird Hatchling <Tame>
Stray Elk Bird Hatchling <Tame>
Stray Elk Bird Hatchling <Tame>
Stray Elk Bird corpse
Nest Box
loamy sand
```

And now random silliness.

Spoiler: Looking surprised while passed out? (click to show/hide)

The Kobold Thief gives in to pain.
The Speardwarf charges at The Kobold Thief!
The Kobold Thief looks surprised by the ferocity of The Speardwarf's onslaught!
The Speardwarf stabs The Kobold Thief in the head with his Edim Assar and the severed part sails off in an arc!

Spoiler: Mayor punishes a dwarf (click to show/hide)

The hammerer bashes The Brewer in the upper body with her ðsteel war hammerð, but the attack is deflected by The Brewer's *adamantine breastplate+!
The Brewer stands up.
The hammerer bashes The Brewer in the right upper arm with her ðsteel war hammerð, bruising the fat through the *adamantine mail shirt*!
ðThe Brewer stands up.

Now the game is telling me a war dog has been found dead, but there is no dog corpse nor dwarf to find it there. What's up with that?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Button** on **September 29, 2015, 04:54:10 pm**

Quote from: Hetairos on September 18, 2015, 05:02:41 pm

Breeding elk birds is difficult, because they're both egg-layers and grazers, and can't eat while in the nest.

Make the females you want laying eggs available as pets. When they get hungry, their owners will bring them food (if they're not otherwise occupied).

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **September 30, 2015, 03:52:26 pm**

I tried that, but nobody's claiming them. I might not have any dwarves with a preference for elk birds.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**

Post by: **Hetairos** on **November 14, 2015, 10:34:36 am**

It is done! The great wall in Hell is complete, and dwarves are now free to work undisturbed anywhere within its perimeter. The last block was laid down on 9th of Malachite, 225, about 7 months before the 100th anniversary of Wirejade's foundation. There is still some scaffolding to take down, plus smoothing, but the walls are ready. The first thing I'm going to construct will be a refuse disposal system using minecarts and glowing pits. Right now I have a dragon to incinerate what I can't sell and a shaft to the magma sea where refuse is dropped in - both would be made redundant. I'll probably repurpose one of the old ore hauling routes for trash transport from inside the fort, extending it to the pit.

Coming up next are airlock gates for releasing war animals outside the walls. They're not really supposed to win, it's how I plan to kill most of them off. What are dogs good for when you have giant tigers? Nothing, unless you like wasting FPS. I have about 600 war-trained beasts, and the plan is to

reduce that number to a quarter of its size. After that, I'll try to decipher my old notes regarding minecart cannons that could be fed from above. Even if there is some exploity way to dig in slade, you can't dig down at the bottom since there is no more map to dig in. As far as I remember, it would leak a lot... perhaps I could redesign them a little utilising magma's lack of pressure.

However, all that will have to wait. The population is at a meagre 140. At least 5 dwarves died of old age, including one of my best marksdwarves. Several more are past 160 and can pass away any year now. A fire imp burned a dwarf dead before I sealed off the magma, and there may have been other incidents I don't remember. I am reassigning unmarried dwarves to their own squads and sending them down to a small dining room near the forges I'll be locking down later on. Hopefully, that should get them to mingle and keep them happy. It's a tedious process - I expected Dwarf Therapist to give me an easy way to tell apart dwarves eligible for marriage, but there's no such feature. I have to manually check one dwarf after another. Two squads are full so far.

Constructing the walls was no easy task, and I had to combat demons on several occasions. There was a section of the wall inside a glowing pit with steep walls, which forced me to build a long wooden pathway just for 4 tiles of wall near a demon spawn point. The way there was blocked with an artifact door. First came the ape devils. I drowned them in a tide of war animals. Bringing them all there was time consuming, so when the next time some white snow demons showed up I just had the whole military chop them up. Iden Armorkeys, a hammerlord usually stationed on the surface, was injured then, suffering multiple broken bones. Mosus Zenithposts was also wounded, as if a missing leg wasn't bad enough. Near the end five slug demons showed up, so I just carved fortifications into the walls and shot all but one. The have very few body parts, so shots stand a higher chance of hitting the brain - the only real way to kill an organic demon. And they're butcherable! That's what a fairly small one yields.

```
Slug Demon hair
slug demon fat [52]
prepared slug demon heart [12]
prepared slug demon intestines [76]
prepared slug demon brain [25]
Slug Demon skin
slug demon meat [169]
```

Their deadly blood syndrome causes dizziness, pain and rot on contact. Nothing to worry about if animals are affected, and a dwarf would be easily treated should one ever contract the syndrome.

There was a significant surge in minotaur activity. Four attempted to attack the fort - two, Sest Echoscorches the Abyssal Confusion and Rit Minespurt the Willful Strength were captured, two other ones - Lenge Bristledprides the Famous Lash of Hatchets and Öd Sharkmob the Occult Sword of Caves - slain. I wantes to trap Öd, but he ran into a pit and started fighting a bear. The somebody came to drag the bear back where it was and started shooting, and I had to send in the soldiers. Rimtar Groovedpulleys killed him with a single hammerstrike. Lenge was less lucky.

[Spoiler \(click to show/hide\)](#)

A giant humanoid monster with the head of a bull.

His right upper leg is broken. His right upper leg is cut open. His right upper leg is oozing Lenge Bristledprides the Famous Lash of Hatchets's minotaur blood. His right upper leg is bruised. His left upper arm is broken. His left upper arm is cut open. His left upper arm is oozing Lenge Bristledprides the Famous Lash of Hatchets's minotaur blood. His left upper arm is bruised. His left lower arm is broken. His left lower arm is cut open. His left lower arm is oozing Lenge Bristledprides the Famous Lash of Hatchets's minotaur blood. His left lower arm is bruised. His right lower leg is broken. His right lower leg is cut open. His right lower leg is bruised. His left hand is broken. His left hand is cut open. His left hand is bruised. His fourth toe, right foot is broken. His fourth toe, right foot is smashed open. His fourth toe, right foot is bruised. His left upper leg is broken. His left upper leg is cut open. His left upper leg is bruised. His right hand is broken. His right hand is cut open. His right hand is bruised. His lower body is cut open. His lower body is oozing Lenge Bristledprides the Famous Lash of Hatchets's minotaur blood. His lower body is bruised. His upper body is cut open. His upper body is bruised. His right lower arm is broken. His right lower arm is cut open. His right lower arm is oozing Lenge Bristledprides the Famous Lash of Hatchets's minotaur blood. His left cheek is cut open. His left cheek is bruised. His left shoulder is broken. His left shoulder is bruised. His right eyelid is bruised. His left kidney is bruised. His guts is bruised. His left lower leg is bruised. His right kidney is bruised. His heart is bruised. His head is bruised. His spleen is broken. His spleen is oozing Lenge Bristledprides the Famous Lash of Hatchets's minotaur blood. His left true ribs are broken. His middle spine is broken. His left elbow is broken. His upper spine is broken. His right false ribs are broken. His right lung is fractured. He is average in size. His hair is brown. His skin is brown. His eyes are black. His upper front teeth is gone. His lower front teeth is gone.

I'm not sure what to do with the minotaurs now. They're too weak for target practice for soldiers, and civilian militia would likely shoot them to death too fast. Can they breed? I don't think so, but I'd be happy to learn otherwise. At least the elk birds keep hatching, this time even after their mother dies in the nest.

I finally got a decent artifact, courtesy of Kol Bridgedcarnal the Discoveries of Dabbling, a spearmaster of The Livid Flags, who guard the surface - a slug demon leather shield called the Deity of Sinews. It was obviously assigned to her as soon as it was made. It's not very valuable, at only 26040☼, but quite useful. I like to think of it as the sign of Wirejade's future dominion of Hell.

[Spoiler \(click to show/hide\)](#)

This is a slug demon leather shield. All crafts dwarfship is of the highest quality. It is encrusted with round orthoclase cabochons, decorated with guineafowl leather and encircled with bands of square cut rock crystals, rectangular orthoclase cabochons and cushion microcline cabochons. This object is adorned with hanging rings of brimstone and menaces with spikes of slug demon leather and crundle bone. On the item is an image of Crescentdissolved the Distinct Allegiance the adamantine mace in crystal glass.

→The militia captain bashes The Minotaur in the left upper arm with her Anil Eshesh, fracturing the bone and fracturing the left shoulder's bone!

One strike, two fractures? Or am I reading this wrong?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Dozebôm Lolumzalis** on **November 14, 2015, 12:11:49 pm**

Pretty much. It fractured the arm's bone as well as the shoulder's bone. Blunt weapons and shields are fairly large, large enough to shatter a shoulder and arm bone at the same time.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **November 14, 2015, 04:49:54 pm**

That's nifty. I suppose the kobold's diminutive size helped. The odd thing is that I don't remember it happening before, and my hammerdwarves killed quite a few kobolds.

I have a few dozen dwarves locked up now, and they're gaining social skills, so they must be using them. I'll see if I can find more of suitable marriage candidates.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **De** on **November 14, 2015, 11:09:51 pm**

Quote from: Loud Whispers on March 23, 2013, 06:44:20 am

Quote from: Solon64 on March 23, 2013, 01:38:30 am

For organizing the military, put them in squads of two and reduce the "minimum soldiers required on duty" to 1 in their schedule. This ought to have them sparring (and thus training MUCH faster than by demonstration) a lot more. Make the squad leaders have the teacher skill, if they have it.

You can always sort them into proper larger squads later

No no no, you'd want to have squads of 3 with it set to train for 2 or 3. Set to 1 would be one Dwarf on their own teaching to their self. Set to 2 or 3 would allow for much larger sparring rates (including on occasion 3 Dwarves sparring altogether simultaneously).

It's a moot point though, since multiple training orders can be given. So you can give 4 training orders for 2 in a squad of 9-10 for example, and it'd have the same effect as splitting the squad into smaller squads.

I've never really figured out how to give commands to individuals in a squad effectively. How do you have multiple training orders for a single squad?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **November 15, 2015, 02:35:36 am**

All hail to the Hell conqueror! Let's see if dwarf civilization survives an influx of demonic treats and clothes made from overwordly materials. As well as, you know, that damnable 'old age' thing.

Title: **Re: An Uninvited Guest [SPOILERS]**
Post by: **Hetairos** on **November 15, 2015, 09:44:05 am**

Quote from: De on November 14, 2015, 11:09:51 pm
I've never really figured out how to give commands to individuals in a squad effectively. How do you have multiple training orders for a single squad?

In the {m}ilitary interface on the {s}chedule screen give a new {o}rder for any month, then {tab} to the order list and {e}dit the order to have 2 or 3 soldiers training. Repeat until you have enough of these orders, the {c}opy and {p}aste them over other months. That should do the job.

Quote from: Sarrak on November 15, 2015, 02:35:36 am
All hail to the Hell conqueror! Let's see if dwarf civilization survives an influx of demonic treats and clothes made from overwordly materials. As well as, you know, that damnable 'old age' thing.

Wirejade endures! As long as I can get the dwarves to pop out some kids at least. It's going to be kind of problematic otherwise.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **November 15, 2015, 02:49:38 pm**

Goddamnit Hetarios! How come you're known as the king of hell and not me? I beat your wall by 6 months! I farm demons for meat! What do you have that I don't!

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Loud Whispers** on **November 15, 2015, 03:57:20 pm**

Quote from: TheFlame52 on November 15, 2015, 02:49:38 pm
Goddamnit Hetarios! How come you're known as the king of hell and not me? I beat your wall by 6 months! I farm demons for meat! What do you have that I don't!

It's the journey that makes the life, not the destination ;)
In other words, it's what the Dwarves of Wirejade have lost in their efforts to gain

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **November 19, 2015, 07:42:32 pm**

It's not just conquest. It is retribution. Just as dwarven blood was spilt to reclaim the lost halls, now demon ichor will stain Hell's slade floor. The underworld will be subjugated not just with mere !!science!!, but with &science&! I shall construct great shrines to the gods of the Jade Artifact to consecrate its unholy ground as the monument to the dwarven spirit.

I do need to start reading Bastiongate, but that's for later. Looking forward to it. Goodnight for now.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **November 19, 2015, 08:51:41 pm**

Quote from: Hetairos on November 19, 2015, 07:42:32 pm
It's not just conquest. It is retribution. Just as dwarven blood was spilt to reclaim the lost halls, now demon ichor will stain Hell's slade floor. The underworld will be subjugated not just with mere !!science!!, but with &science&! I shall construct great shrines to the gods of the Jade Artifact to consecrate its unholy ground as the monument to the dwarven spirit.

When the new version comes out, I'm planning on building shrines to each god in locations significant to their spheres. Night God in hell, Earth Goddess in the caves, War Goddess near the invader spawn point, Party God in the dining hall, Wealth Goddess in the artifact vault. Each one protected by appropriate defenses, given appropriate sacrifices, and engraved with images of the god.

Quote from: Hetairos on November 19, 2015, 07:42:32 pm
I do need to start reading Bastiongate, but that's for later. Looking forward to it. Goodnight for now.

I'm glad to hear! It's a bit rambling, especially at the beginning when it's just about me reclaiming the fort. Tell me what it needs more of when you're done.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Hetairos** on **March 15, 2016, 03:10:33 pm**

100 years! It was never supposed to go on for that long, but here we are, and I'm trying to make it last for another century. About 80 of these years are detailed here, and the dwarves of Wirejade have lost much, and created even more during this time. The original idea was to relate the spectacular and seemingly inevitable collapse of a fortress, describing how everything and everyone dies messy deaths and call it a day. But it proved far more resilient than I had expected, and I couldn't simply leave things as that. There had to be a conclusion, and after years and years of struggle we got where we are now. In many aspects, Wirejade has never been greater. But how long can it go on? Will there come a day when no one is left to walk beneath its golden colonnades? We'll see, and I'll report it here.

The fort was brought to a standstill as much of its workforce was locked in a small dining room, originally built so the metalworkers and other dwarves working far away from the fort's core would have somewhere to eat without running back and forth 100+ z-levels. I'm still not sure if it really helps with that. Anyway, the dwarves made a lot of friendships with each other, and Alath the medic even threw the first party in... a long time, possibly ever. However, no matter how long I'd leave them in only one romantic relationship developed - between the blacksmith Libash Papermatch and Fath Helmscraped, a farmer. I put them in a tiny stockpile with food and drink, and they're ecstatic and definitely talk to each other, but still aren't married after 3 or so months. Oddly enough they're not upset about sleeping on the floor.

Fath Zonigath, militia captain **Lover**

This frustrated me to no end, to the point I put the game away for several months. I don't why is it going like this - dwarves may be too closely related, too distant in age (DF requires a narrow window of max 10 years difference) or too incompatible character-wise. I fear I may have to trudge through the dwarf list to cherrypick potential couples, stick them in burrows and hope for the best. If only that one couple marries and has kids, the fort is doomed, even though it would take up to around 150 years for their offspring to die out of old age.

The airlocks are ready and operational. The initial project called for one on each side of the wall, but there are too many glowing pits in the south and the animals released there wouldn't be able to get anywhere. Others have already proven useful: lions were all burned to death by a passing fire demon, cheetahs successfully took down a few tick devils before getting slaughtered and cougars went up against leech demons, which blew themselves up with their own deadly dust. Tiger iron demons killed off the survivors. Thanks to this my framerate is going up, the hallways are less cluttered and I'm learning more about the combat capabilities of the demons. Wonderful! The only drawback is the amount of clean-up required. I can only hope nothing gets punched in the teeth.

[Spoiler](#) (click to show/hide)



<Tick Devil corpse>
slade Upward Slope
A spattering of cheetah blood
A pool of tick devil goo

The construction didn't go without accidents, of course. It wouldn't be proper. A pale brown demon got in and destroyed some doors, then fortunately left on its own. The lone animal trainer who happened to be in Hell then sneaked away thanks to the animals holding the creature back. The fire one caused a bit more trouble. I took the opportunity to test a few different ways of dealing with it. As it turns out, dwarves are relatively safe if they're not standing on a flammable tile and aren't wearing anything that can catch fire. A close combatant will still die due to fire he breaks off the creature melting his body and causing bleeding. A good old cave-in is the safest bet. There was an ape devil too, and while it was killed Mosus lost his remaining foot, and Iden Armorkeys his left hand.

Time has been hard on the fort's military. Datan Rockheld, Tekkud Paddledfocus the Contested Gallows of Order and Lor Giltsoothes the Turquoise Stake of Creating, all legendary hammerlords, passed away due to old age. Mistem Tattodyes, elite marksdwarf and Momuz Granitelessons the Teal Bride of Hawks, a swordsmaster met the same fate. Momuz got her own ornate tomb in recognition of her deeds. Tholtig Bannersshorts, only 30 years old and already a legendary mason, fell and broke her spine with deadly effect, further limiting my options in the marriage game. Replacing the dead warriors should become less of a problem if I can lure in a steam demon - just have them beat on an armed dwarf for a long enough time and watch the skills go up to legendary levels in no time, at no risk.

The trash railway is up and running. It had stubbornly refused to work right for ages, until I put temporary stops on every level below the ones I had known for sure to be fine and found the broken one. Apparently semi-molten rock doesn't count as a proper wall for track ramps to stand next to, surprisingly enough. I'm not sure what to do with the dragon now, so he just sits in a cage and grows bigger.

The anniversary special is the hell fort, which is what I wanted to complete in time for the occasion. I have another idea, but I'll see if I get to it. It's not an in-game thing though. I don't know, this update simply feels kind of underwhelming, at least to me and I thought I might try to compensate for this.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **TheFlame52** on **March 15, 2016, 03:44:37 pm**

Still amazing

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Hetairos** on **March 18, 2016, 12:11:46 pm**

The militia captain Fath Zonigath and the Blacksmith Libash Monomtad have married. Congratulations!
They have organized a wedding reception at electrum Table.

They took their sweet time - ten months, to be exact - but hopefully we've got a family in the making here. Congratulations to the newly-weds! I've got to find out if there are any more dwarves willing to follow.

Strange finding: the beds in the oldest rooms, so ones that have been set up for about a century now, are all showing signs of deterioration, as if they had been damaged. It's most definitely regular wear and tear. Who would've expected this to happen? Because I didn't. How few people would even end up noticing this anyway? It might only apply to wooden furniture, I can't be sure as few things in the fort have been in the same place for equally long.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **TheFlame52** on **March 18, 2016, 02:07:39 pm**

All organic objects wear out, not just clothing, but it takes forever.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Gwolfski** on **March 19, 2016, 06:26:16 am**

Quote from: TheFlame52 on March 18, 2016, 02:07:39 pm
All organic objects wear out, not just clothing, but it takes forever.

I never knew that!

So a built wooden door would fall apart after ages?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **TheFlame52** on **March 19, 2016, 10:03:29 am**

After about 200 years, I think. Plant fiber only takes about 50 years to fall apart, though.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Gwolfski** on **March 19, 2016, 10:07:37 am**

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Hetairos** on **March 25, 2016, 03:15:24 pm**

I have since noticed wear in a wooden wheelbarrows, bone ammo and barrels, so that corroborates what Flame's posted. And which to my dismay means all my forgotten beast totems are doomed to rot away.

On the bright side, I hooked up my current mayor with some bone carver. They're both 152, so I'm not expecting much even if they do eventually marry. What is bothering me though is the fact that it's been over a year since Libash and Fath got married, yet still haven't produced any offspring. The dead/missing units list might be too long, I'm not sure if it's relevant here or only causes issues with immigration. I hear gui/gm-editor can be used to check for pregnancy, but I have no idea what to look for. Here's a screenshot of the output in case someone can decipher it.

Spoiler (click to show/hide)

```
<unit: 0x170b3648> Help <?>

name                <language_name: 0x170b3648>
custom_profession
profession           48<PLANTER>
profession2          104<BABY>
race                 465
pos                  <coord: 0x170b36d8>
idle_area            <coord: 0x170b36de>
idle_area_threshold  3
idle_area_type       -1<None>
follow_distance      2
path                 <unit.T_path: 0x170b36f0>
flags1               <unit.flags1: 0x170b3728>
flags2               <unit.flags2: 0x170b372c>
flags3               <unit.flags3: 0x170b3730>
meeting              <unit.T_meeting: 0x170b3734>
caste                0
sex                  0
id                   17073
unk_100              2
training_level       9<WildUntamed>
schedule_id          -1
civ_id               221
population_id        221
unk_c0               -1
invasion_id          -1
patrol_route         <coord_path: 0x170b3764>
patrol_index         0
specific_refs        <vector<specific_ref*>: 0x170b3798>
general_refs         <vector<general_ref*>: 0x170b37a8>
military             <unit.T_military: 0x170b37b8>
animal               <unit.T_animal: 0x170b3850>
mood                 -1<None>
unk_18e              1
relations            <unit.T_relations: 0x170b3874>
last_hit             <history_hit_item: 0x170b38dc>
riding_item_id       -1
inventory            <vector<unit_inventory_item*>: 0x170b3900>
owned_items          <vector<int32_t>: 0x170b3910>
traded_items         <vector<int32_t>: 0x170b3920>
owned_buildings      <vector<building*>: 0x170b3930>
corpse_parts         <vector<int32_t>: 0x170b3940>
job                  <unit.T_job: 0x170b3950>
body                 <unit.T_body: 0x170b3980>
appearance           <unit.T_appearance: 0x170b3b20>
counters             <unit.T_counters: 0x170b3bb4>
curse                <unit.T_curse: 0x170b3bf0>
counters2            <unit.T_counters2: 0x170b3cec>
status               <unit.T_status: 0x170b3d1c>
hist_figure_id       23973
hist_figure_id2      23973
status2              <unit.T_status2: 0x170b3f14>
unknown?             <unit.T_unknown?: 0x170b3f40>
syndromes             <unit.T_syndromes: 0x170b3f60>
reports              <unit.T_reports: 0x170b3f90>
health               <unit.health_info: 0x1e09d4f0>
used_items            <vector<unit_item_use*>: 0x170b3fdc>
adventurer_knows     <vector<int32_t>: 0x170b3fec>
enemy                <unit.T_enemy: 0x170b3ffc>
recuperation         <unit.T_recuperation: 0x170b40dc>
weight               0
weight_fraction      0
burrows              <vector<int32_t>: 0x170b4100>
combat_side_id       0
```

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **TheFlame52** on **March 25, 2016, 03:27:43 pm**

It's under 'relations'.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Hetairos** on **March 25, 2016, 03:37:17 pm**

There's a thing.

```
<unit.T_relations: 0x170b3874> Help <?>

pregnancy_timer      0
pregnancy_genes      nil
pregnancy_caste      -1
mood_copy            2<Possessed>
ghost_info           nil
anon_1               -1
birth_year           129
birth_time           223440
curse_year           -1
curse_time           -1
birth_year_bias      0
birth_time_bias      0
old_year             284
old_time             338163
following            nil
unk_238              1
pet_owner_id         -1
spouse_id            19166
mother_id            3658
father_id            3659
last_attacker_id     26898
group_leader_id      -1
draggee_id           -1
dragger_id           -1
rider_mount_id       -1
lover_id             -1
mount_type           1
```

I guess that's a "no"?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **TheFlame52** on **March 25, 2016, 04:06:20 pm**

It is a no. What year is it in your world?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Hetairos** on **March 25, 2016, 04:12:38 pm**

230. Is it another of those hidden limits?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **TheFlame52** on **March 25, 2016, 04:25:17 pm**

Nah, just wanted to see how long before that dwarf died of old age. She's got 50 years, you're fine.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Hetairos** on **March 25, 2016, 05:03:54 pm**

I'm just going to wait a couple of years and see what happens, matchmaking in the meantime. I've found another potential couple just now. The most significant problem is how all over the place the dwarves are age-wise, which limits the number of romantic targets for them quite severely.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Gwolski** on **March 26, 2016, 10:27:57 am**

What about migrants?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Hetairos** on **March 26, 2016, 11:57:27 am**

Migrants and dwarven caravans stopped coming ages ago due to some highly obscure and ill-understood bug. Wirejade is on its own.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Gwolski** on **March 26, 2016, 12:31:09 pm**

what version is this?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Julien Brightside** on **April 05, 2016, 08:22:36 am**

I find it funny that you have gone from colonizing hell into marriage making.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **TheFlame52** on **April 05, 2016, 02:07:26 pm**

Colonizing hell wasn't challenging enough.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Hetairos** on **April 09, 2016, 01:35:54 pm**

Quote from: Gwolski on March 26, 2016, 12:31:09 pm

what version is this?

0.34.11 with Broken Arrow, DFHack r5 + Utility Plugins 0.49 and some minor tweaks like enabling certain creatures to procreate in fortress mode. In other words, mostly vanilla with some utilities and fixes.

Quote from: Julien Brightside on April 05, 2016, 08:22:36 am

I find it funny that you have gone from colonizing hell into marriage making.

It would be a poor attempt at colonisation if the fort were to just die out, wouldn't it?

Although the mayor isn't going to participate because his lover died.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Taupe** on **April 09, 2016, 01:46:22 pm**

I can fix your migrant problem should you wish so. I have a line of script on my desktop to fix that very specific bug. The problem right now is that your fortress is illegible for migrant waves, but their maximum size is capped at zero, which isn't exactly optimal.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Hetairos** on **April 09, 2016, 03:09:37 pm**

Go ahead. I will build a structure of your choice in your honour if it works! You should probably put it up on the Mantis bugtracker too.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Taupe** on **April 09, 2016, 03:20:14 pm**

I'll give you the instructions once my home network is back online (people are doing maintenance in my basement and they unplugged the wifi at the moment).

The way the "bug" work is thus: The third migrant wave is usually a large one (ten+) after which they are capped at about eleven. This total goes down by one once the unit count hits about a thousand, then scale down to zero once the unit count hits three to four thousand.

This "unit count" adds up living dwarves, pets, others... as well as dead ones, misguidedly. This means that a decade old fortress may stop receiving migrants because they have a lot of cats fucking, for example. The workaround is a script that cleans the dead unit list of basically anything that's not named. Migrants then show up. Those units are not removed from the game or forgotten, they just don't actively display in the list.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Hetairos** on **April 09, 2016, 03:33:53 pm**

Hang on. I believe DFHack has something similar in the form of the fix/dead-units script. I used it in the past and while it helped me at the time, I am facing a different issue.

Basically one caravan glitched out and dropped all its items upon leaving, but they were only accessible through the stocks screen, like those affected by the old bug concerning items moved around by liquids. No dwarven caravans have appeared since, nor any migrants have showed up, and they would appear regularly beforehand. I cleared the dead units' list several times after that, to no avail. As far as I can tell it's an incredibly rare and ill-understood bug.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**

Post by: **Taupe** on **April 09, 2016, 05:32:32 pm**

Hum, that's a bummer. Personally, I have the reverse problem, where merchants arrive at the depot, but never leave, even when new merchants show up, leading to both weirdness and water buffalo calves outnumbering my population. On the plus side, most of the human caravan guards now have

titles, as they are used for thief dispatching.

Keep in mind, in 0.34 the world does not progress in the background as you do. If your fortress is 100 years old, it's possible that the rest of dwarvenkind sort of... stopped breeding new dudes and died of old age. You could try to run the following in dfhack if all merchants are the problem, not just the dwarven ones. It won't fix everything, but it may trigger newcomers in a way:

```
fixdiplomats

fixmerchants
```

In any case, hang in there, this is a beautiful tale of perseverance and survival.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **TheFlame52** on **April 24, 2016, 05:11:23 pm**

I reread the thread and it's just as amazing the second time. Also, I noticed one of your newlyweds is a militia captain. Are they in the military? In 0.40+ active military dwarves won't have kids, I don't know if it's like that in 0.34.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Hetairos** on **June 10, 2016, 08:56:01 am**

Quote from: [Taupe](#) on April 09, 2016, 05:32:32 pm
Keep in mind, in 0.34 the world does not progress in the background as you do. If your fortress is 100 years old, it's possible that the rest of dwarvenkind sort of... stopped breeding new dudes and died of old age.

I don't really know how does 0.34 behave in respect to that, but I thought the game would just keep spawning dwarves at least for the caravan, as long as the civ was alive at embark. Did anyone run a 0.34 fortress that long? Any community ones? Archcrystal uses the new version, unfortunately.

Quote from: [TheFlame52](#) on April 24, 2016, 05:11:23 pm
I reread the thread and it's just as amazing the second time. Also, I noticed one of your newlyweds is a militia captain. Are they in the military? In 0.40+ active military dwarves won't have kids, I don't know if it's like that in 0.34.

Thanks. Fath does not belong to the actual military, just the fort's crossbow militia. Every civilian who isn't a miner or a woodcutter has a crossbow and a shield and some of them are technically squad leaders, but don't regularly spend time on duty. Sometimes they shoot kobolds, or I call upon them to train by shooting crundles or to provide fire support for the soldiers.

Spoiler (click to show/hide)
The flying <=rutherer bone bolt=> strikes The Kobold Thief in the mouth from behind, tearing apart the left cheek!
The <=rutherer bone bolt=> has lodged firmly in the wound!
The Kobold Thief bats The flying <=llama bone bolt=> out of the air!
The Kobold Thief bats The flying <=elk bird bone bolt=> out of the air!
The Kobold Thief bats The flying <=wild boar bone bolt=> out of the air!
The Kobold Thief bats The flying <=llama bone bolt=> out of the air!
The Kobold Thief bats The flying <=wild boar bone bolt=> out of the air!
The flying <=elk bird bone bolt=> strikes The Kobold Thief in the lower body, tearing the muscle and bruising the guts through the <=small giant cave spider silk tunic=>!
The Kobold Thief bats The flying <=elk bird bone bolt=> out of the air!
The Kobold Thief bats The flying <=elk bird bone bolt=> out of the air!
The Kobold Thief bats The flying <=elk bird bone bolt=> out of the air!
The Hammerdwarf bashes The Kobold Thief in the left upper leg with his <=steel war hammer=>, fracturing the bone through the <=small giant cave spider silk tunic=>!
The Kobold Thief gives in to pain.
The Hammerdwarf bashes The Kobold Thief in the head with his <=steel war hammer=>, bruising the muscle, jamming the skull through the brain and tearing the brain!

Anyway, that clearly isn't a problem, as Fath and Libash have had two babies already! I'll need to arrange a few more marriages to call the project a full success, but now it's most likely just a matter of time. The youngest adult dwarfs are 20, so the gap between generations isn't terribly huge, although enough to prevent them from intermarrying.

Spoiler (click to show/hide)
FPS: 100 (68) Zasit Oslanothbem, "Zasit Woundpink", Dwarven Baby
Zasit Oslanothbem has been quite content lately.
He is the son of Fath Helmscraped and Libash Papermatch. He is a casual worshipper of Avuz Coppermined the Cobalt Diamonds, a worshipper of Ber the Sweltering Spine and a worshipper of As.
He is a citizen of The Whip of Beaches. He is a member of The Jade Artifact.
He was born today, which makes him very young indeed.
He is muscular. His sideburns are clean-shaven. His long moustache is neatly combed. His very long beard is arranged in double braids. His very long hair is arranged in double braids. His nose is short. His nose bridge is somewhat concave. His skin is burnt umber. His eyes are brass. His eyes are slightly wide-set.
He is quite durable and strong, but he is quick to tire.
Zasit Oslanothbem likes magnetite, lead, sard, large rat leather, reindeer horn, the color sepia, hatch covers and giant octopuses for their many arms. When possible, he prefers to consume cave fish and sewer brew. He absolutely detests bark scorpions.
He has a great kinesthetic sense and willpower, but he has meager creativity.
He is comfortable in social situations. He is very assertive. He finds helping others rewarding.
He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Spoiler (click to show/hide)
FPS: 100 (73) Dakost Fashlogem, "Dakost Parchpaints", Dwarven Baby
Dakost Fashlogem has been quite content lately.
He is the son of Fath Helmscraped and Libash Papermatch. He is a worshipper of Erib, a faithful worshipper of Ber the Sweltering Spine and an ardent worshipper of As.
He is a citizen of The Whip of Beaches. He is a member of The Jade Artifact.
He was born today, which makes him very young indeed.
He is very muscular. His hair is straight. His very long sideburns are braided. His very long moustache is arranged in double braids. His long beard is braided. His very long hair is braided. His slightly thin-irised brass eyes are sunken. He has a prominent chin. His ears are somewhat splayed out. His ears are somewhat short. His hair is buff. His skin is burnt umber.
He is very strong, quick to heal and rarely sick, but he is very quick to tire.
Dakost Fashlogem likes tin glaze, rose gold, golden beryl, clear glass, the color periwinkle, war hammers and dogs for their loyalty. When possible, he prefers to consume cave fish and sunshine. He absolutely detests bats.
He has very good creativity, but he has an iffy sense for music.
He can handle stress. He appreciates art and natural beauty. He lacks confidence. He finds rules confining. He stiffens up when he's surprised. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

I've been having trouble keeping the dwarfs together and stocking the room with food and drink, in spite of any burrows and linked stockpiles. I need to sort this out before the next couple can start bonding. Burrowed dwarfs seem to idle in the general area of the burrow, but will leave it if starving or dehydrated. They won't die if simply left alone, but I'd rather avoid that for a number of reasons.

I had to find something else to do for the rest of the fort, so I began work on displacing the Forgotten Beasts occupying one of the adamantine spires. A few chained animals, an artifact armour stand and drawbridges should draw them out. I want the dwarves to ride minecarts past the containment area and shoot at them to train. It would be so much easier if I could get the speed calculator to run. The track is ready, it just needs adjustments so carts speed to the target area, then pass by slowly so the dwarves can fire as many shots as possible and return without wasting time.

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **speciesunkn0wn** on **June 10, 2016, 09:07:39 pm**

I've finished reading this awesomeness just now. H-O-L-Y CARP. And Armok's Beard. This was epic! It absolutely deserves a TVtropes page. 100+ Year FIRST EVER FORTRESS????!! CMOA for DF indeed. Also deserves a Hall of Legends (or whatever the proper title of that place is)

post/mention/placing/whatever.

I do have a question. How did you get every civvie armed with a shield and crossbow?

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **darokindefender** on **June 11, 2016, 03:10:02 pm**

This is an awesome fort! 8)

Truly a testament to just what can be accomplished in the game (if you're lucky and skilled, that is).

PTW

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Hetairos** on **June 11, 2016, 06:15:02 pm**

Thanks everyone. I'm glad you're enjoying this.

Quote from: speciesunkn0wn on June 10, 2016, 09:07:39 pm

I do have a question. How did you get every civvie armed with a shield and crossbow?

The key part is making a custom uniform (n → c) which consists only of a shield and a crossbow. Then you just put them all into squads and assign the uniform (e → U → Shift+Enter).

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **speciesunkn0wn** on **June 11, 2016, 11:11:45 pm**

Quote from: Hetairos on June 11, 2016, 06:15:02 pm

Thanks everyone. I'm glad you're enjoying this.

Quote from: speciesunkn0wn on June 10, 2016, 09:07:39 pm

I do have a question. How did you get every civvie armed with a shield and crossbow?

The key part is making a custom uniform (n → c) which consists only of a shield and a crossbow. Then you just put them all into squads and assign the uniform (e → U → Shift+Enter).

Ooooooh. Ok. :3

Title: **Re: The (not so) last stand of Wirejade [SPOILERS] - 100th foundation anniversary!**
Post by: **Loud Whispers** on **June 20, 2016, 06:01:49 pm**

Quote from: Hetairos on June 11, 2016, 06:15:02 pm

Thanks everyone. I'm glad you're enjoying this.

Just can't get enough. I do find it hilarious that at the end of the day, administrative issues in the Ministry of Romance can be just as existentially deadly to a Fortress as Eldritch beings inimical to all life.

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **September 03, 2016, 09:47:02 am**

I have good and bad news.

The good ones - there is a workaround (<http://www.bay12forums.com/smf/index.php?topic=159297.0>) for the bug that keeps migrants and caravans from coming from the mountainhomes.

The bad news are that it requires a script unavailable for my version of the game/DFHack. The regular matrimonial arrangements will therefore proceed as usual.

So far that resulted in 11 kids born. Still, deaths caused by various factors brought the fort down to a dangerously low level of 119 citizens. Among others, I lost my last dedicated mechanic to old age. And I accidentally dropped a furnace operator into an eerie glowing pit. Anyway, the last couple to enter the honeymoon suite is Cog Talktongs and Datan Boltsflights, and they've been there for a while now, apparently not quite in a hurry to seal the deal. I can with all confidence say I'm getting close to matching the natural population loss.

Now that I think about it, maybe I should move the suite somewhere there is a well. Keeping it supplied with booze has been a problem no matter how much I fiddle with stockpile and workshop links. Lack of bonus happiness from drinks might be a problem, but a nice enough well could offset that.

Minotaurs visited Wirejade a few times. I have five captive now, and put four of them in a room to see if they can breed in fortress mode. Nothing has come out of this so far and I doubt anything will, not that I was expecting much.

Iden Armorkeys, a hammerlord, got the title of the Dour Deep of Problems out of killing kobold thieves. On the opposite side, kobold thief Griris killed a named war lion and became Griris Risewalks, at least for the short while before the military showed up and he took a hammer to the skull.

I continued the work on the training facility in hell described in the last update. Once I calibrated the minecart route (which involved a bunch of carts ending up forever lost in the depths of the glowing pits), it was time for testing. Fath Dentedcoal got in the minecart and rode it all the way around the loop and again, and again, until I had to forbid it and force her to get off. With that confirmed as working, I moved on to get the Forgotten Beasts out of the spire and in the prepared area.

The plan was simple. Put a few war animals in the way to lure them in, and a piece of artifact furniture at the end. Once the beasts get there, retract the drawbridge to shut them inside. The thing is, I had used an artifact table to make them stay in the spire to begin with, and they were unwilling to leave. Taking out the table with a cave-in was the only way.

This backfired spectacularly.

As many of you know, cave-ins work in strange and often unpredictable ways. Still, I thought dropping a single wall tile down several floors won't end in anything too disastrous. I was wrong.

The dwarf who mined out the last supporting floor was caught in the dust cloud and fell straight onto the slade floor of hell. Needless to say, he did not survive. RIP Ushrir Glazeddoors. His main profession was actually animal training, and that in Wirejade means being constantly followed by a large herd of war animals. Take note - this will prove important later on.

Slevina Rafovibirètha, Forgotten Beast
Sor Donuatac, Forgotten Beast
Nol Stuzangbâx, Forgotten Beast
Vilela, Forgotten Beast
Tise Apatape, Forgotten Beast
Emura Lehovouthimi, Forgotten Beast
Utesh, Forgotten Beast
Asngek Tostraakusm, Forgotten Beast
Reko, Forgotten Beast
Asithi, Forgotten Beast
Snam Arukosmzâ, Forgotten Beast
Kul, Forgotten Beast
èna Lethatireve, Forgotten Beast
Rulac Imiistro, Forgotten Beast
Arepâ, Forgotten Beast
Zikâth Rakustngathsesh Okagmomuz, Forgotten Beast
Oma Rindwerâli, Forgotten Beast
Ura, Forgotten Beast
Tick Devil
forgotten beast boiling extract
Gabbro Block Up/Down Stairway

These are the creatures stuck in the spire back when I had first sealed it. At the point of the cave-in only two were left alive and uncaptured: Slevina Deathmenace the Ruthless Curses, a web-spinning porcelain humanoid with three tails and and Emura Lobstermenaced the Washed Poisons, a steel cockroach with poisonous vapours. And instead of slamming them into the walls, the knockback somehow sucked them in through the hole in the floor and into hell, on the wrong side of the walls of the containment area.

They destroyed a bunch of doors and then headed straight for the forges. The recently built garbage disposal railway wasn't sealed off in time and I was forced to order everyone to quickly evacuate, leaving a few soldiers behind in case capturing the beasts was no longer feasible. Emura and Slevina broke some more doors and at that exact moment the animals which used to follow Ushrir around began to arrive at the entrance to the forges on their way back to the fort.

Slevina broke off to fight them, covering everything in webs. Already damaged by all the animals I had previously dropped into the spire as web bait for the cage traps there, it lost most limbs and was almost destroyed, yet found a corner right outside the entrance where it just pinned everything down by spamming webs faster then its foes could untangle themselves.

Since apparently that wasn't enough trouble, a minotauress paid Wirejade a visit. She promptly fell into a cage trap, much to my relief.

Meanwhile, Emura stayed behind to break some furniture, then slowly followed in Slevina's footsteps. But he only way there led through a narrow corridor filled with traps, a single tile in width. This wouldn't have been a factor had Slevina not thoroughly covered the whole thing in webbing. For a web-spinner, it's still not a concern, but all Emura had was a poisonous bite. The weapon trap had been jammed by the corpse of an unfortunate giant jaguar, which lost all its limbs to the serrated blades before death, and couldn't trigger. And with its next step, Emura walked straight into a cage trap.

Weight: 78763fBasic Value: 20*

Contents:

Emura Rujavasofipù Lehovouthimi, Forgotten Beast

With the nearly 79 tons of angry metal monster contained, I set about defeating Slevina. A frontal attack would have likely ended with my entire military suck in webs, so the situation called for clever tactics. Fortunately, there is more than one way to leave the forges, creating an opportunity for a flanking manoeuvrer. The soldiers marched out of and over and around the metalworks. Even though most of them threw themselves into webs, all I needed was at least one dwarf in the right place. The beast didn't last very long.

Cleanup took a while due to all the webs. The spire in particular was filled with webbed cage traps, some of them still armed. I had to wait for weavers finish their job before hauling out all the cages, mechanisms and skeletons. In the end, I got a nice mountain of meat, bones, tallow and other products from the butchered beasts. The soap makers are still busy with it, and I (literally) burned through a decent chunk of the wood stockpile. The whole setup meant to lure the FBs into the containment area was no longer needed as I can just release them straight from the cages, so I pulled it down too. Punched a way from the ore stockpile to the spire too, as there's no need to take a detour through the cavern.

Emura will be used as an eternal practice target for marksdwarves together with two vomit blobs I happened to capture. I don't even remember if projectiles can kill them. Two more FBs and an ape devil are in my cages, but I don't have any plans for them yet.

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **September 03, 2016, 11:01:16 am**

AWESOME

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Sarrak** on **September 03, 2016, 11:33:06 am**

Agreed, this is marvelous.

I remember weak-material blobs happily dying to the first projectile that hits main body. But you still have Emura for training.

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **September 03, 2016, 11:42:39 am**

That happens with nearly intangible materials like smoke or fire. Vomit is a fair bit more durable than that. One of the blobs is already fractured.

EDIT: Cog and Datan are finally married.

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Fleeting Frames** on **September 03, 2016, 05:15:35 pm**

You could also install steel FB into main dining room, in case of gremlins.

But yeah, that's a lot of FBs.

Never used eerie glowing pits for disposal, doesn't it have some bug with infinitely falling water killing FPS? (I mean, more than usual with water flowing off the map.)

I take the relocation was attempted because you wanted to build a silk industry and marksdwarf training setup?

Though, I hope in the latter the marksdwarves wont get hit by poisonous vapours.

As for the operation idea....I guess another way would have been to use obsidianizing from above.

Still, that is hell of an amazing outcome for releasing a steel FB OR a webber FB into central stairway, let alone both!

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **September 04, 2016, 07:09:47 pm**

There was some bug with the pits, yeah. Wasn't it related to digging into SMR from below? I'm too lazy to look that up. If you toss items into a pit, they just disappear. Same with creatures, but they get a little animation of falling in. You can set up a clever trap with a narrow walkway right over a pit and some marksdwarves - any hostiles that dodge the bolts will be likely to fall into the pit, including fliers like demons.

The training facility is up and running now. An untrained dwarf will fire twice during a single run. Slevina was a problem because I couldn't cage it. I wasn't really expecting web farming, I can just lure in a demon.

Obsidianisation would've carried a risk of killing the beasts. Not a one I was willing to take.

Really, if you read between the lines I was more lucky than clever. The contingency plan was to unleash the soldiers and hope adamantine will cut up steel fast enough.

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Hetairos** on **January 29, 2017, 10:16:57 am**

Due to save corruption I had to revert progress to before the events of this post. Most, but not all of it, is no longer relevant.

[Spoiler](#) (click to show/hide)
Quote

Warning: this topic has not been posted in for at least 120 days.
Unless you're sure you want to reply, please consider starting a new topic.

This is shameful display and I have to apologise for it, but it didn't happen without a reason. The framerate reached the point when I can no longer just

leave DF running in the background for a extensive amount of time without everyone running out of things to do, but at the same time it's not quite high enough for regular screen-staring not to get boring. My efforts to speed up progress paradoxically slowed it down, at least until I can boost performance even more. Secondly, with other projects either complete or at a satisfying enough stage, I felt it's high time I got to setting up the magma hellcannons I was probably talking about a long while ago. The thing is, I didn't have a design ready, and it's not something I can just eyeball, slap together and adjust as necessary. Huge volumes of magma and trial-and-error don't go well together. I wanted to examine and possibly incorporate Larix's findings (<http://www.bay12forums.com/smf/index.php?topic=144328.0>), but couldn't really find time to sit down and do it properly.

Anyway, I have a basic design to work with now. Very much a work in progress, nothing to show just yet. I might even end up using one cart for multiple shots, rollers may or may not be included, either way should be fun. I can't just copy the watercannon design since I'm building on the lowest z-level and can't dig. Magma will be behind the tracks and the carts will dip into it for a moment, taking advantage of the lack of pressure. I didn't want to exploit that in the beginning, but there doesn't seem to be another way to do it and minecart engineering is *made* of exploits, so I might as well embrace it.

One thing I finished before that was the surface minecart cannons. All the batteries on the same level as the river are at last online. The lever linking interface is incredibly clunky even by DF standards. The damage they can deal depends heavily on the size of the target: creatures no bigger than an elk bird will suffer multiple broken bones, but a Forgotten Beast will be barely bruised.

There was a problem with the drainage - the channel in one place near the hospital is only 1 z-level deep, and that's apparently not enough. A water reservoir I was going to use for a hospital well is right beneath. I had remembered pressure is a thing in time and hadn't flooded the whole hospital, but it was still connected to the main cistern and the river. I closed the floodgates and shut the river off, then drained the cistern into the caverns. The exact area had been connected to the old shaft previously used to dump trash into the magma sea. There was (and still is) a huge pile of magma-safe furniture at the bottom I had wanted to reclaim, and this seemed like a good opportunity to kill two birds with one stone. Once I had a nice 4x7 column of water 7 z's tall, I pulled the lever. You can probably see where this is going. It was quite impressive really, the water reached the bottom in mere moments. I was afraid for a moment it would flood the forges, because a lot of it went sideways into the corridor between them and the trash shaft. Took ages to dry up and now I have trees popping up and blocking the way. At least the cistern has a nice stone floor now.

I see the last update had the for at 119 inhabitants. This number has since gone up to 136, and the first children born thanks to my matrimonial program are reaching adulthood. The first two will be a brewer and a dyer, they're tasked with using up my arrow stockpile as well. I have a few elven bows with ammo old enough to suffer from wear. They'll get some archer skill out of it. One of the kids was the first one to be born in hell as the mother, Uvash Dashportal, was dragging a gorilla to a cage at the moment. Oddly enough, it didn't make her cancel the job.

The broker Domas Stukosamud has organized a party at electrum Table.
Zas Anamast has become a Weaponsmith.
Aban Cattenkikrost, Brewer cancels Push Track Vehicle: Interrupted by Forgotten Beast.
Erush Gembishhim, Woodcrafter has grown attached to a iron crossbow!
Aban Cattenkikrost, Brewer cancels Push Track Vehicle: Interrupted by Forgotten Beast.
Aban Cattenkikrost, Brewer cancels Push Track Vehicle: Interrupted by Forgotten Beast.
Etur Thimshurrisen, Brewer cancels Brew Drink: Needs distillable item.
Aban Cattenkikrost, Brewer cancels Push Track Vehicle: Interrupted by Forgotten Beast.
Kogan Dodókinen, Clothier cancels Brew Drink: Needs distillable item.
Múthkat Kilrudum, Planter cancels Plant Seeds: Needs plump helmet spawn.
Aban Cattenkikrost, Brewer cancels Push Track Vehicle: Interrupted by Forgotten Beast.
Domas Stukosamud, broker has given birth to a girl.
Domas Stukosamud, broker cancels Attend Party: Seeking Infant.

I don't know how many new couples did I set up until now. The last two candidates have been sitting in their suite long enough for their clothes to become threadbare. Maybe they will get to it once they're both naked. I'm building an experimental suite with a well buckets. Losing legends is still painful, especially that it's often hard to train the replacements up to a decent level. I lost a macelord, Stakud Netdabble, and my last skilled jeweler. I could try to train a new one through bedazzling random crap with green glass, but even then putting it on things that might end up melted down feels like a waste. All I use jewelry skill for is occasionally decorating furniture. Mostly coffins.

I keep both cut and rough gems and leather around in case of moods, but they never occur. Most likely I ran out of eligible dwarves at some point, but that should've changed with the wave of new births. Is there some sort of an artifact hard cap?

I'm melting individual unstacked bolts to reduce item count. Any that aren't masterworks, don't have forgotten beast poison on them and don't have a kill list attached are treated as scrap metal. I don't even care much about the metal, but I'd rather get a few bars and convert them to bolt stacks. Much of my ammo stock is bone and suffers from wear. Unfortunately, dwarves prioritise the undamaged bolts and there's no way to change that. All I can do is avoid making new ammunition for now. With over 22k bolts there is little need for it. The military dwarves have just picked up their assigned metal ammo, which is nice.

Minotaurs don't seem to breed. That's a shame, but look what blundered into my cage!

The Dragon Rano Acathiithi Ranoamayi has come! A gigantic reptilian creature. It is magical and can breath fire. These monsters can live for thousands of years.
Press Enter to close window

This one is female, and I already have a male. I'll have to mod them a little if I want them to breed, as dragons don't have a [CHILD] tag. Hopefully the fort doesn't burn down. I have a few legendary animal trainers, time to put them to a good use...

The vomit blob FBs apparently can't be shot to death. As far as crossbow training goes they're as good as a steel creature. Who would've thought it would be so redundant?

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **January 29, 2017, 01:15:27 pm**

Never feel bad about necroing this topic. Wirejade is awesome.

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Glass** on **January 29, 2017, 03:19:18 pm**

Just read through.

I approve heartily. If I ever get DF, I can only hope and pray that I manage as awesome a fort as you have - let alone that it be my first.

How did you manage to climb the learning cliff that quickly?

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **Fleeting Frames** on **January 29, 2017, 05:27:29 pm**

- What is that annoying FPS point for you? Or do you run without FPS indicator?
-Literal magma hellcannon? Oh wow. Now that's new. And cool as hell.

Larix's minimal watergun (<http://www.bay12forums.com/smf/index.php?topic=153432.msg6545902#msg6545902>) might be of interest due it's lowest known cadence, but it sounds like you already have a plan.

For dealing with the lowest z-level of the map, it's worth noting itg's work in the area, such as mining slade by carving it into a fortification and obsidian-casting (link (<http://www.bay12forums.com/smf/index.php?topic=135431.0>)). I think dwarven power mining (<http://www.bay12forums.com/smf/index.php?topic=133810.0>) might also work for your version.

- I've heard that marriages occur more easily in DF2012. Though it seems you're still having problems - well, some couples just aren't compatible.
- There is artifact cap, sort of - number of revealed subterranean tiles /(48*48) - obviously relevant on thin 1x1s, but not so much on most forts with

revealed caverns and magma sea for quite a while.

You can check with dfhack if you've run into it, maybe?

- And, oh yeah. Strong ranged combatants in DF2012. But what does need to be fought, anyway?

...Immortal vomit FBs? Ew. Good gen, RNG. Good gen.

Good luck with your dragon farm.

Title: **Re: [0.34.11] The (not so) last stand of Wirejade [SPOILERS]**
Post by: **TheFlame52** on **January 29, 2017, 06:00:11 pm**

I've only seen the revealed tiles artifact thing happen on really old forts. In Bastiongate people stopped making artifacts after a while, but there was a huge explosion of moods after I dug out a new layer of the mine.

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted)**
Post by: **Hetairos** on **February 01, 2017, 01:21:28 pm**

I think that explains the artifact situation. I had no reason to dig much for a long time. If I needed space, there were always rooms to repurpose; piles of surplus furniture and armour could be melted down in case of a metal shortage. I'm not aware of any DFHack tools which I could use to check nor do I have the knowledge to make them myself.

Quote from: Glass on January 29, 2017, 03:19:18 pm

How did you manage to climb the learning cliff that quickly?

I semi-accidentally chose the most easymode embark site ever, then slavishly followed the quickstart guide and alt-tabbed to the wiki any time I had doubts about something. It wasn't nearly as quick a process as it may seem, it just wasn't spread over several forts. It took me in-game years to realise I can dig below the first cavern layer. I still learn new things from time to time.

Quote from: Fleeting Frames on January 29, 2017, 05:27:29 pm

- What is that annoying FPS point for you? Or do you run without FPS indicator?

Around 13-15 FPS.

Quote from: Fleeting Frames on January 29, 2017, 05:27:29 pm

-Literal magma hellcannon? Oh wow. Now that's new. And cool as hell.

Larix's minimal watergun (<http://www.bay12forums.com/smf/index.php?topic=153432.msg6545902#msg6545902>) might be of interest due it's lowest known cadence, but it sounds like you already have a plan.

For dealing with the lowest z-level of the map, it's worth noting itg's work in the area, such as mining slade by carving it into a fortification and obsidian-casting ([link \(http://www.bay12forums.com/smf/index.php?topic=135431.0\)](http://www.bay12forums.com/smf/index.php?topic=135431.0)). I think dwarven power mining (<http://www.bay12forums.com/smf/index.php?topic=133810.0>) might also work for your version.

I was looking forward to that, having not build anything major in a while. I'm familiar with Larix's design and I'm nearly sure it's impossible to simplify it further. But I can't use it, and the slade mining tricks won't help me with it since there is no slade to mine there. The map just ends. It's a floor with nothing left beneath.

~~Of course now there is another much bigger reason I can't do anything.~~

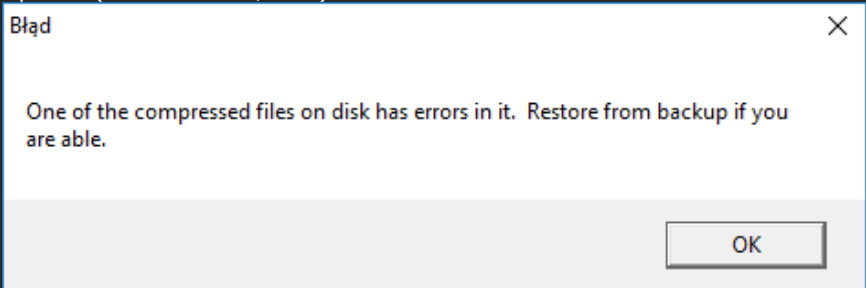
Quote from: Fleeting Frames on January 29, 2017, 05:27:29 pm

- I've heard that marriages occur more easily in DF2012. Though it seems you're still having problems - well, some couples just aren't compatible.

The whole orientation thing isn't in if that's what you mean. But if they can be lovers, then they can marry, right?

Premature farewell below.

[Spoiler](#) (click to show/hide)



The first fortress is supposed to be a learning experience and Wirejade very much was one for me. I guess the final lesson is that the d_init.txt AUTOBACKUP setting can be a lifesaver. It is, however, off by default.

I had a few things planned for the end of the fort, but that doesn't matter now. I can't even upload a save because it's useless. I put the game log into that DF Story Maker tool and the result wasn't very exciting. It just filters out what I tell it to. A bunch of announcements doesn't make for a good read. If you know any tools that could possibly still get something out of the save, let me know.

What tempted me to try and upgrade my CPU cooling on my own? Everything has been going wrong since then, except for what you could reasonably expect to go wrong. Temps are perfectly fine and so on.

I'm sure I'll come back with something new one day. What and when? Who knows. I already have a few ideas and, of course, all the Wirejade experience.

See you then, and thanks for following my story. (<https://youtu.be/QEwtPBjEcOs>)

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted)**
Post by: **TheFlame52** on **February 01, 2017, 02:01:03 pm**

Well, you had a good run, but all good things must come to an end. Wirejade will always live in our hearts. And also in this thread. And in the Hall of Legends.

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted)**
Post by: **Fleeting Frames** on **February 01, 2017, 02:07:41 pm**

Heh, yeah. That's pretty much how I learned. Am still learning.

It's not just orientation - several people have reported relationships progressing slower in 0.42+ than in 0.34.

As for the corrupted file, ouch. I assume you've already tried tools like CCleaner? Though not sure how CPU cooling could cause save corruption.

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted)**
Post by: **Glass** on **February 01, 2017, 05:01:27 pm**

Oh... oh, holy Armok.

They really couldn't figure out any other way to kill your fort, could they? :P

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted)**
Post by: **Hetairos** on **February 01, 2017, 06:04:31 pm**

Quote from: Fleeting Frames on February 01, 2017, 02:07:41 pm
As for the corrupted file, ouch. I assume you've already tried tools like CCleaner? Though not sure how CPU cooling could cause save corruption.

I tried a system restore, though I didn't have any restore points old enough to do anything, assuming that could be a factor to begin with. What can CCleaner do beyond that?

It's not really the cooling unit itself. I must have broken something and now I get occasional random reboots and display problems. The screen gets covered in vertical stripes or just turns off, forcing me to hard reboot. One of those likely broke something, although I don't remember that happening while I was playing DF. I'm going to get someone to take a look at it.

Quote from: Glass on February 01, 2017, 05:01:27 pm
Oh... oh, holy Armok.
They really couldn't figure out any other way to kill your fort, could they? :P

I suppose. I even had a fairly complete list of things I wanted to do with the fort before I called it quits in mind. Oh well.

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)**
Post by: **Hetairos** on **February 02, 2017, 09:38:16 am**

Hang on. Remember that time when I posted about a workaround for the broken caravan bug which stopped immigration into the fort (http://www.bay12forums.com/smf/index.php?topic=123997.msg7161741#msg7161741)? People thought it was a new version bug, but I had a save with it occurring in 34.11. So I uploaded it to DFFD and linked it on the bugtracker. What I'm trying to say is that I **do have a backup** (albeit an accidental one).

So Wirejade lives, as it did 9 in-game years ago. Nearly everything past the linked update is essentially retconned, but I'll leave it in spoiler tags. I'm going to restore the progress more or less to the point it was before the unfortunate corruption, then pick up from that point onwards.

Autobackup is on :P

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)**
Post by: **TheFlame52** on **February 02, 2017, 09:42:30 am**

YES

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)**
Post by: **TheBiggerFish** on **February 02, 2017, 09:43:28 am**

Oh thank goodness.

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)**
Post by: **TheFlame52** on **February 02, 2017, 09:45:37 am**

A similar thing happened in Bastiongate, where a rare bug caused by the tracks of newly hatched creatures corrupted the save. I had a slightly older save from the last time I had copied the save, retired, and checked legends. The retiring and unretiring caused its own problems, but hey, I still had Bastiongate! And you don't even have to deal with those problems, which is awesome.

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)**
Post by: **Fleeting Frames** on **February 02, 2017, 11:43:34 am**

Hang on. That single update contained 9 years?

That's quite the scale.

In any case, nice to have a backup, but gratz on being willing to continue.

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)**
Post by: **Sarrak** on **February 02, 2017, 01:29:49 pm**

It lives again! :o
Its so nice having accidental backups

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)**
Post by: **Glass** on **February 02, 2017, 04:59:16 pm**

Hyah-hah, YES!

WIREJADE LIVES!

IT'S ALIVE!!!!

Title: **Re: [0.34.11] [SPOILERS] The Tale of Wirejade (aborted) (not really)**
Post by: **Hetairos** on **February 09, 2017, 06:23:08 pm**

I have an extremely important announcement to make.

IMMIGRATION AND CARAVANS HAVE BEEN RESTORED!



You can thank PatrikLundell's dismissmerchants script for this. I feel I should build something nice to commemorate this, but what?

The last caravan showed up in 160, so it's been 75 years. The first new migrant wave consisted of 6 dwarves, among them one married couple and

